

New magazine!

PoJo's Unofficial POKÉMON

News & Price Guide
Monthly

INCLUDES:

Strategy tips
and monster
facts

Special
Pokémon
gifts

£3.50

No.1

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The ultimate
collectors
price guide

THE ONLY MAGAZINE FOR TRUE POKÉMON COLLECTORS

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Greetings From PoJo

Welcome to PoJo's New Magazine!



I'm happy to announce that the No. 1 Pokémon Web site (www.pojo.com) has joined forces with H&S Media Inc. (the folks who publish *Mary Beth's Bean Bag World Monthly*, *WOW Magazine*, *ECW*, *Core Sports*, the *Gold Collectors Series* and other cool titles) to bring you the coolest Pokémon magazine around.

We have the most detailed and informative Pokémon trading card price guide that a Master could ever dream of! Brian Brokaw, author of the *Pokémon Trading Card Game Player's Guide*, and the utmost authority on collecting U.S. (English) and Japanese cards, helped us put together set lists and card prices that will make your mouth water!

We have full-color images of every U.S. Pokémon trading card available, including the hot new Fossil series. These images, along with our Strategy Tips, will help you create the best killer decks.

And, check out all the other Pokémon information inside the pages of this awesome magazine — a sneak preview of "Pokémon: The First Movie"; an exclusive report on Japan's Pokémon Center; Ask the Master; hot Japanese promo cards; Warner Bros. Studio Stores' Pokémon merchandise; video game reviews; cool products; Web site reviews; how to spot counterfeit cards; Killer Decks; the Topps cards, readers' Pokémon creations; and more.

Pew! You're going to need toothpicks to keep your eyes open if you expect to read this much information in one day!

Now we want to hear from you! Just like our Web site has always been *your* Web site, this is *your* magazine. We want lots of photos of you and all your cool Pokémon collections. We want the Pokémon pictures that you draw and letters that you write. We want to know what you like about the magazine and what you would do differently.

You can reach us via snail mail at: Pokémon, c/o H&S Media, 2121 Waukegan Road, Suite 120, Bannockburn, IL 60015 or contact us directly through our Web site (www.pojo.com).

And don't forget to visit our Web site often. The site contains card prices, breaking Pokémon news, cartoon information, playing tips for the trading card game and all the Nintendo games, and a whole lot more.

Master status is right around the corner for you!

PoJo



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The Poké Shoppe

Catch all these cool Pokémon products at major retailers and specialty stores!



For the Millennium

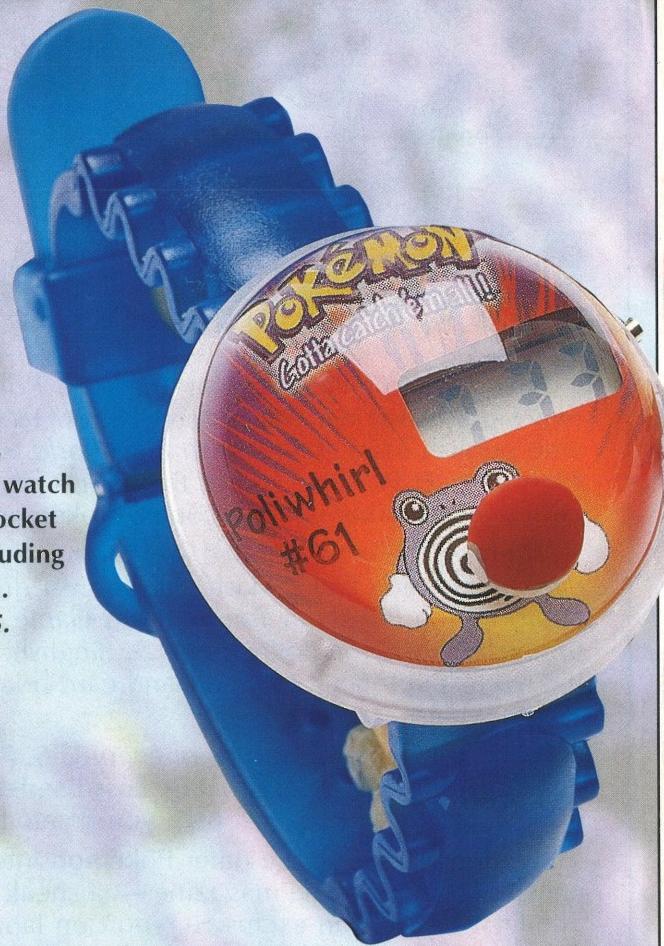
I Choose You Pikachu! is the first in a series of Hasbro's 2000 line of Pokémon electronic plush toys. Squeeze Pikachu's hand and he says his name. The more you play with him and activate the light sensor, the more talkative and excited he gets. Pikachu! even gives a gentle reminder when he's left alone for a few minutes.

Suggested retail: \$24.99

Time for Pokémon

Blockbuster Video's exclusive Pokémon watch comes in various pocket monster styles, including Poliwhirl (pictured).

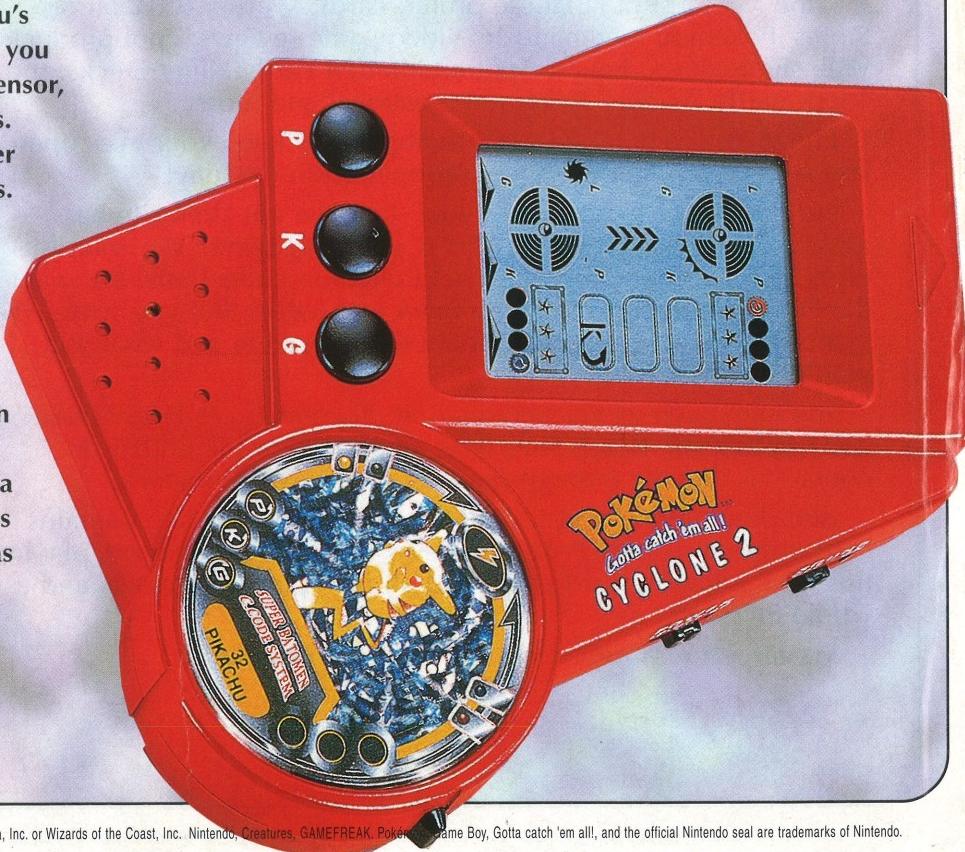
Suggested retail: \$5.

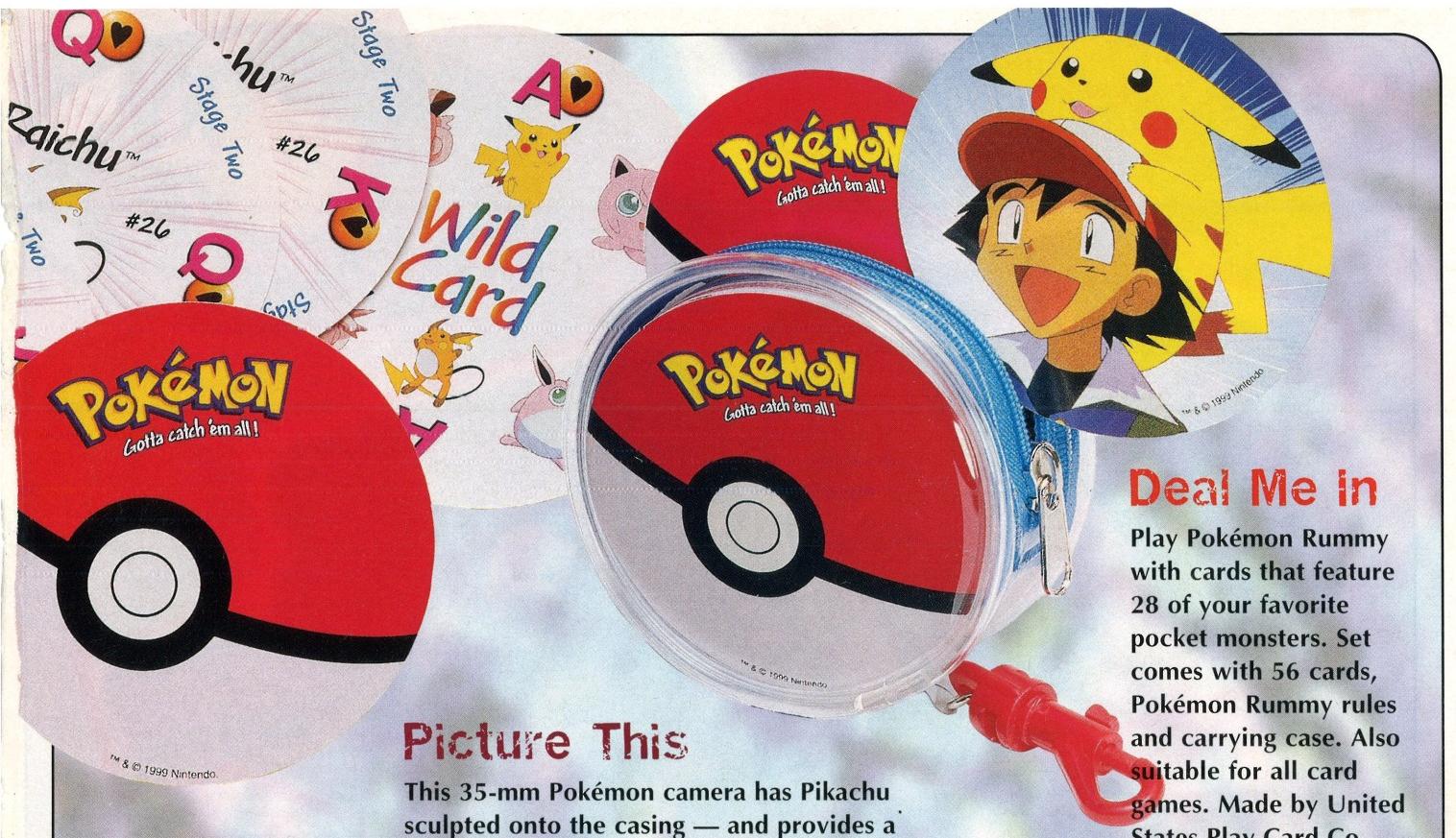


Fight It Out

Two players can battle with more than 100 Pokémon in the Cyclone 2 game from Tiger Electronics. It comes with a built-in barcode reader, action buttons and an LCD screen. Each Pokémon has its own disk with all the important fighting stats encoded into the unit. Fight a computer opponent or link to another Cyclone 2 game.

Suggested retail: \$19.99





Deal Me In

Play **Pokémon Rummy** with cards that feature 28 of your favorite pocket monsters. Set comes with 56 cards, **Pokémon Rummy** rules and carrying case. Also suitable for all card games. Made by United States Play Card Co. Suggested retail: \$5.99

Picture This

This 35-mm **Pokémon** camera has Pikachu sculpted onto the casing — and provides a **Pokémon** border on every print. The Tiger Electronics camera accepts film up to 36 exposures, has a built-in flash and comes with a carrying strap. Suggested retail: \$14.99



Take the Challenge

In **Pokémon Challenge** from Tiger Electronics, players choose **Pokémon** characters from the included disks and place one in each of the two tops. Then, use "turbo-launch" to start the action. The last top spinning wins the game. Suggested retail: \$11.99



The Poké Shoppe



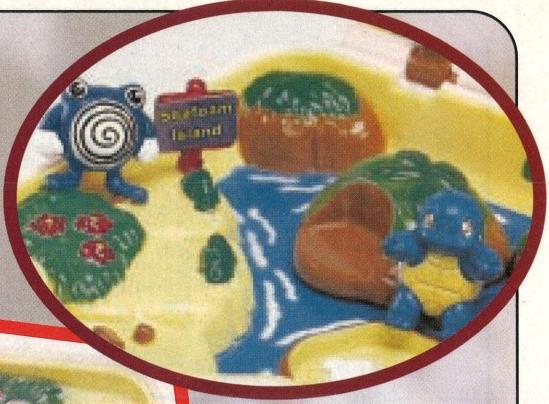
**FOREST
ADVENTURE**

Monster Adventures

Hasbro's three micro playsets each open up to reveal a Pokémon adventure world and two pocket monsters. Choose from three adventures: Forest, City and Beach. Connect the sets together to triple the fun. Suggested retail: \$7.99 each.



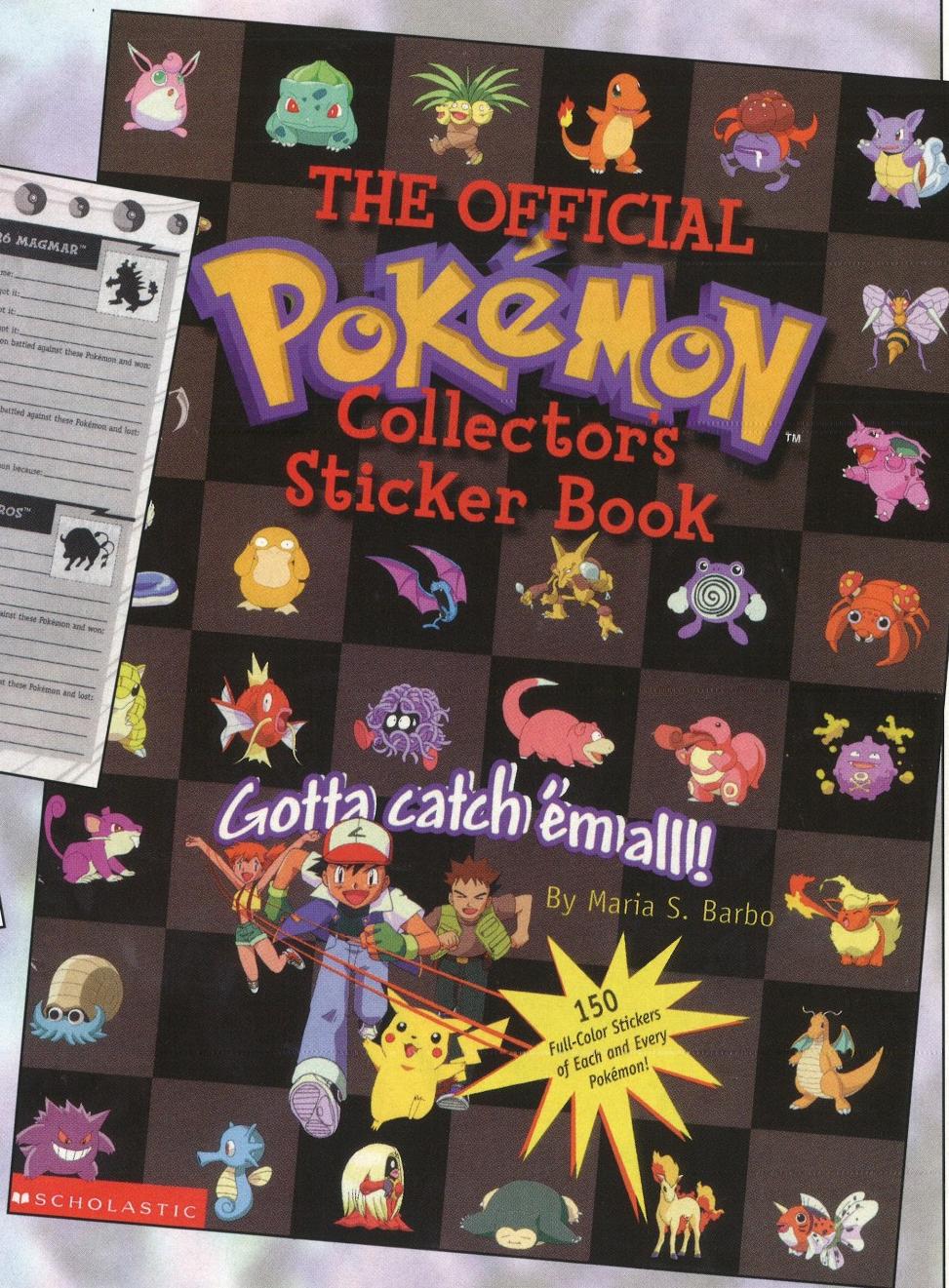
BEACH ADVENTURE



CITY ADVENTURE



The Poké Shoppe



Stick with Pokémon

"The Official Pokémon Collectors' Sticker Book" from Scholastic Inc. gives you a handy place to keep track of your growing pocket monster collection. Each time you get a new Pokémon card, put one of the 150 stickers in your book. Or, fill in the Pokédex with stats about all your Pokémon. And you can keep track of all your battle victories and trades in the Trainer's Notebook. Suggested retail: \$5.99

Gotta catch 'em all?

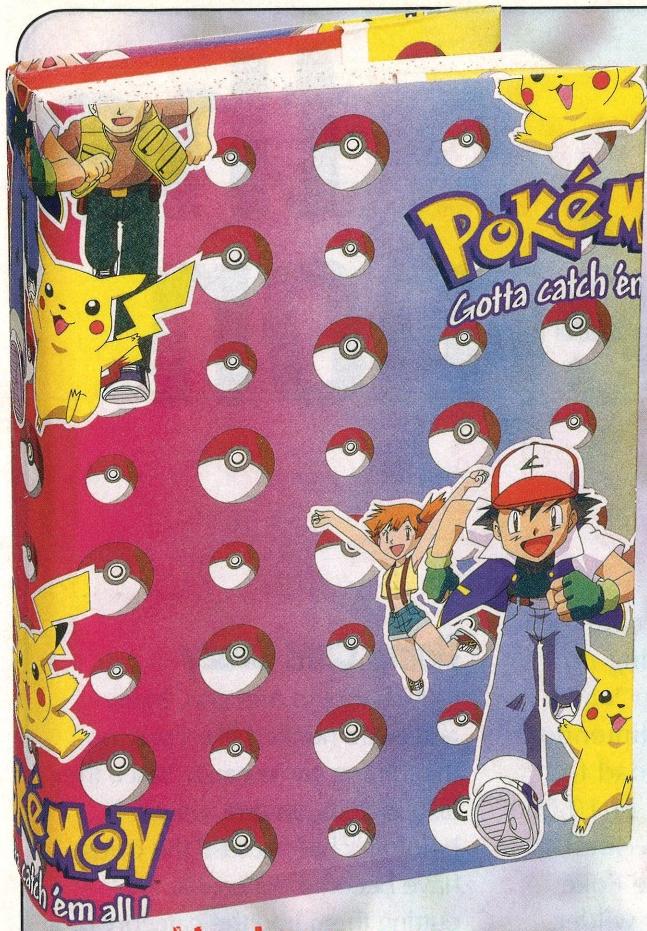
To advertise in this magazine
call Dave on **0171 573 5460**



The Poké Shoppe

Fill It Up

Backpack from Pyramid comes with exclusive Pokémon strategy cards and lots of space for all your Poké gear.
Suggested retail: \$17.99



Undercover

Decorate your cards' loose-leaf binders or books with a PokéMon book cover from Plymouth. Suggested retail: \$1.29



Oops!

Making mistakes? Put some Toy Island PokéMon erasers on your pencils. Available in packs of four. Suggested retail: \$4



Heads Up

Have fun with a Bulbasaur pencil sharpener and Pikachu stapler from Toy Island. Suggested retail: \$4 each

Get Organized

With Tiger Electronic's Pokédex Organizer, you can organize all 151 PokéMon in various ways. Look them up by typing in their names or numbers from the checklist provided. Info includes PokéMon biographies, attack moves, stats and more. Suggested retail: \$24.99

The Poké Scene

Enjoying the Pokémon Blitz?

By Catherine Buckley

Good! Because it's getting hotter and hotter!

There's no doubt Pokémon has become the hottest craze in the U.S. — it's even the sixth most-searched-for word on the Internet.

In fact, you can't go anywhere without seeing something Pokémon: trading game cards, movies, video games, comic books, toys, TV shows, backpacks, jewelry, books, lollipops....you name it. Nothing's been this hot since Ty Beanie Babies® hit town a few years ago.

But this time Japan is the fad leader, and Americans are just now catching up. Pokémon, introduced to Japan in 1996 by video game manufacturer, Nintendo, has seen \$4.5 billion in merchandise sales in Japan so far.

While we refer to the characters as "Pokémon," the Japanese call them "Pocket Monsters" (written in English). Actually, Pokémon is supposed to be a contraction of "POCKET MONster." So far, 151 Pokémon have been introduced, with Pikachu clearly one of the most popular and best known.

We American Pokéfanatics may be two to three years

behind our Japanese counterparts, but we're wasting no time in our attempt to "catch 'em all!" This year, Nintendo took Pokémon on a road tour that drew an average of 10,000 people to each mall visited.

And, if you think the Poké craze couldn't get any wilder, just wait.

Must-Have Cards

- 1 **Mew (all 5 Japanese)**
- 2 **Charizard (U.S. & Japanese)**
- 3 **Here Comes Team Rocket (Japanese)**
- 4 **Arcanine (Japanese, Gym 2)**
- 5 **Raichu (Japanese Base, Gym 2, Fossil)**



Going Card Crazy

Kids (not to mention, many adults) are hooked like crazy on the trading game cards. Since they also include unique, artistic holofoil "chase cards," the cards have become collectible — putting them into the category of a CCG (collectible card game) or TCG (trading card game). That's why the artist's name is credited on each card.

The card game, which is directly modeled after the Nintendo video game, already has been banned in many schools. Despite all the other products, the cards and card game have become the focus of the Pokémon craze. Kids are waiting in lines Beanie Baby®-style to buy the booster packs. Meanwhile, the mass merchandisers (Toys "R" Us, Ka-Bee Toys, Target) can keep them stocked only for a couple of days after each shipment.

Though you may have just caught on to the Pokémon cards, they've been available since January 1999 in the U.S. Nintendo gave Wizards of the Coast of Renton, Washington, exclusive rights to print and distribute the Pokémon cards in America.

PoJo's Top 10 Price Leaders (U.S. Basic/1st Edition)

1. Charizard	\$85
2. Blastoise	\$50
3. Raichu	\$35
4. Venusaur	\$35
5. Alakazam	\$30
6. Mewtwo	\$29
7. Zapdos	\$28
8. Gyarados	\$25
9. Poliwrath	\$25
10. Clefairy	\$24



They originally retailed for \$2.99 for the 11-card "booster pack" or "expansion pack," with secondary pricing as high as \$9. Recently, Wizards of the Coast raised its suggested retail price to \$3.29 pack. Japanese packs generally cost \$6-10, with individual cards going for up to \$200 on the secondary market. Cards in highest demand are Charizard, Mew, Dragonite and Team Rocket.

(And Topps, long known for its sports trading cards, came out with a nonplayable, trading-only series of Pokémon cards last August. A second series is due out before Christmas.)

Just like publishers do with new book releases, the Wizards of the Coast's Pokémon cards are released with a first-edition printing. The first boxes of Pokémon booster packs (36 packs to a box) went for about \$110. As of this writing, a factory-sealed box of 1st Edition cards is now selling on Internet auctions for more than \$1,500! (Is there any doubt adults have discovered Pokémon?)

Meanwhile, cards continue to be introduced in Japan, where more than 500 million have

been sold. Japan is on its fifth expansion (version 6) of the card game. Its previous card series consisted of the original version ("Base set" or "102 card version"), Jungle, Fossil, Rocket, Gym 1, and now Gym 2. In the U.S., we also started with the Base set, and are now on Jungle and Fossil.

Though most of the cards have been duplicated in both countries, Wizards of the Coast has made strategic changes for the American market.

For instance, while Japan went from 1 holofoil in every 3 packs to 1 in every pack with the introduction of Jungle, the American version of Jungle still maintains only a 1-in-3 chance for a holofoil.

Looking Ahead

So far, more than 70 companies are licensed to make Pokémon products in the U.S., and demand is keeping them all busy — the Pokémon Halloween costumes were "gotta-haves."

In Japan, there are more than 1,000 licensed Pokémon products and they're still going strong.

If Japan is any indication, expect to see Pokémon around for years to come in the U.S.!

PoJo's Price Leaders (U.S. Jungle/1st Edition)

1. Clefable	\$15
2. Flareon	\$15
3. Joltean	\$15
4. Scyther	\$15
5. Vaporeon	\$15
6. Wigglytuff	\$15
7. Electrode	\$14
8. Kangaskhan	\$14
9. Mr. Mime	\$14
10. Snorlax	\$14
11. Venomoth	\$14





Strategy Tips (Basis & Jungle)



- 1 **Name:** Name of featured Pokémon.
- 2 **Hit points (HP):** amount of damage this Pokémon can take before its knocked out.
- 3 **Pokémon type:** Grass, Fire, Water, Lightning, Psychic, Fighting, Colorless.
- 4 **Pokémon data:** type of Pokémon, length and weight.
- 5 **Attack damage:** damage that an attack does to opponent's Pokémon.
- 6 **Retreat cost:** energy this Pokémon must discard to retreat.
- 7 **Rarity symbol:** indicates card's rarity—circle for common, diamond for uncommon and star for rare.
- 8 **Number:** Card number and number of cards in set.
- 9 **Level:** Level and monster numbers.
- 10 **Resistance:** Pokémon takes less damage when attacked.
- 11 **Attack Name:** Name of the attack and whether it has additional effects.
- 12 **Illustrator:** the card's artist.
- 13 **Flavor text:** background information on this Pokémon.
- 14 **Weakness:** doubles damage when attacked by certain type of Pokémon.
- 15 **Attack cost:** amount and type of energy that needs to be attached to this Pokémon to use an attack.
- 16 **Pokémon power:** This Pokémon's special abilities (if any).
- 17 **First-edition symbol:** (if this area is blank, the card is an Unlimited Edition).
- 18 **Evolution stage:** current stage and from what this Pokémon evolved (pictured).

1

Alakazam

80 HP

Type: Rare H

Legend

- H = Holofoil
- R = Rare
- UN = Uncommon
- C = Common



Strategy Tip

That Damage Swap power is incredibly useful, and the sci-fi Confuse Ray actually works. He's a little fragile for a stage 2, but he's a must-have in a Psychic deck.

2

Blastoise

100 HP

Type: Rare H



Strategy Tip

Rain Dance is incredibly powerful. Blastoise is one of the most powerful cards in the game!.

3

Chansey

120 HP

Type: R

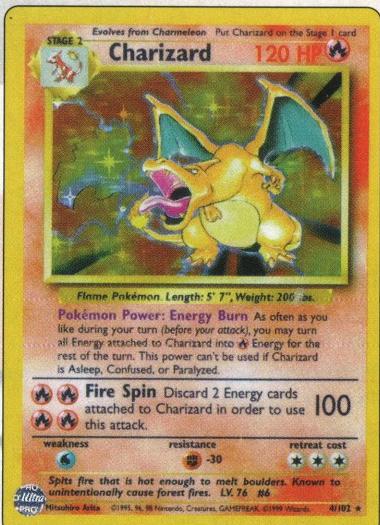


4

Charizard

120 HP

Type: Rare H



Strategy Tip

One of the best stallers in the game. A 120 HP is the highest of any Basic Pokémon. Combine Chansey with Alakazam and move the damage to Chansey.

Strategy Tip

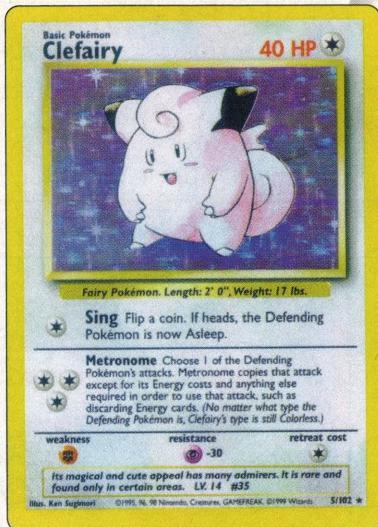
Is he worth all the money and hype? Well, he is about the coolest looking card, and kids love big creatures, but there aren't "tourney-winning" decks designed around this bad boy. Yet.

5

Clefairy

40 HP

Type: Rare H



6

Gyarados

100 HP

Type: Rare H



Strategy Tip

Isn't a Metronome that musical time-keeping thing that swings from side to side? Here, it's a major attack that comes at high cost (3 energy). Tough pull from packs, too.

Strategy Tip

Gyarados is one of the best fatties in the game. Combo this big dude with Blastoise for the ultimate Rain Dance deck.

7

Hitmonchan

70 HP

Type: Rare H

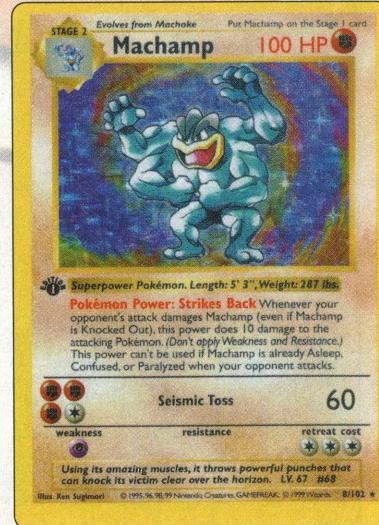


8

Machamp

100 HP

Type: Rare H



Strategy Tip

Many people think Hitmonchan is the best Pokémon in the Basic set. High HP and major damage dealing.

Strategy Tip

Is Machamp the champ? Not really. But Strikes Back is the best revenge power out there, and you can't argue with 100 HP. But Mr. Mime eats him alive.

9

Magneton

60 HP

Type: Rare H

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



Strategy Tip

The sacrificial lamb of stage-two Pokémon, thanks to its daffy Self-Destruct attack. Put it out there, let it do its thing to the other guy's bench, then give him a decent burial.

10

Mewtwo

60 HP

Type: Rare H



Strategy Tip

A great wall. If you want to win by running your opponent out of cards, then Mewtwo is fantastic!

11

Nidoking

90 HP

Type: Rare H



12

Ninetales

80 HP

Type: Rare H



Strategy Tip

Stay away from the tails, bud! You want us to get cursed for 1,000 years? Smart players can make something of the Lure attack, and everyone knows what to do with Fire Blast.

13

Poliwrath

90 HP

Type: Rare H



Strategy Tip

Build up the Water energy on this guy, then hand him the Water Gun and turn him loose. Holy Super Soaker, Batman!

14

Raichu

Type: Rare H



Strategy Tip

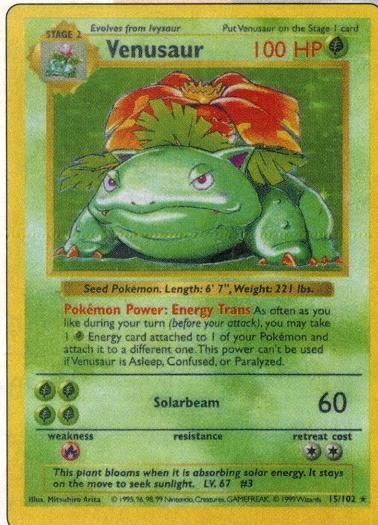
Thunder is sort of scary with Raichu—but, who isn't scared of Thunder? Agility plus 80 Hit Power make him a tough stage-one..

15

Venusaur

100 HP

Type: Rare H



Strategy Tip

The main reason to use Venusaur is for the Pokémon Power. Energy Trans lets you move all your energy around to different Pokémon, even different colored Pokémon. Wow!

16

Zapdos

90 HP

Type: Rare H



Strategy Tip

The attacks seem powerful, but four Energy? Nope. Energy Removal does this bird in. Better as a wall than as an attacker.

17

Beedrill

80 HP

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



Type: R

18

Dragonair

80 HP

Type: R



Strategy Tip

No retreat cost, two solid attacks (especially if you remembered to bring the two-headed coins) and not a can of Raid to be found. Great in plant decks.

19

Dugtrio

70 HP

Type: R



20

Electabuzz

70 HP

Type: R



Strategy Tip

Darn, no Mud Slap! Slash is cool, Earthquake is chancy, but 70 HP is too low for a stage-one. You're almost better flinging Diglets at the enemy.

Don't stick your finger in his outlet. Thundershock does 10 damage with a paralysis chance, Thunderpunch goes for 30+, and 70 HP is just excellent.

21

Electrode

80 HP

Type: R



Strategy Tip

Forget the Jungle Electrode—this is the one to have. His Buzzap transformation power is invaluable. Don't make a Lightning deck without this chap.

22

Pidgeotto

60 HP

Type: R



Strategy Tip

A Mirror Move with Pidgeotto? Cool. How about resistance to Earth Pokémons? Swell. And everything else? Weak.

23

Arcanine

100 HP

Type: UN



Strategy Tip

This dog'll hunt. Real simple: Arcanine will kill any plant Pokémons in one move. Four Growlithes and three or four of these are tough to beat.

24

Charmeleon

80 HP

Type: UN



Strategy Tip

Eighty Hit Points make him a tough takeout, but he needs a lot of energy to deliver best results. His best is real good, though.

25

Dewgong

80 HP

Type: UN

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common

**Strategy Tip**

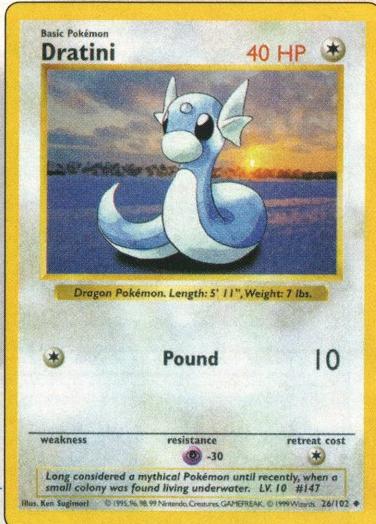
Incredibly powerful attacks. We prefer Gyarados to Dewgong in water decks. However, Dewgong is no slouch.

26

Dratini

40 HP

Type: UN

**Strategy Tip**

Wimpy basic Pokémon worth having solely because it maintains its resistance to Psychic Pokémon while evolving into Dragonair. Oh, and it's cute, too!

27

Farfetch'd

50 HP

Type: UN

**Strategy Tip**

A favorite amongst the elite players. 50 HP is great for a colorless Pokémon. Resistance to fighting and great attacks. A staple in Haymaker decks. Uncommon, too!

28

Growlithe

60 HP

Type: UN

**Strategy Tip**

Puppy Pokémon? Oh, well. Keep a litter around, have 'em pound the Puppy Chow, and evolve them into Growlithes as soon as possible.

29

Haunter

60 HP

Type: UN



Strategy Tip

Pojo loves Ghost Pokémon. But honestly, this level 22 Haunter card is just plain horrible—for collecting only. Dream Eater will work only 25 percent of the time. Yuck!

30

Ivysaur

60 HP

Type: UN



Strategy Tip

A key card in a plant-based deck, but most players can do better than 60 HP and moderate damage infliction for a stage-one Pokémon. Vine Whip is a decent attack.

31

Jynx

70 HP

Type: UN



Strategy Tip

Better have three or four of these in your Psychic deck. Meditate is great when you're going in for the kill, and Doubleslap's not a bad basic attack.

32

Kadabra

60 HP

Type: UN



Strategy Tip

Good for heavy attacks, since his Recover power makes his wimpy 60 HP seem more robust. Used in some anti-Haymaker decks.

33

Kakuna

80 HP

Type: UN

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



Strategy Tip

You'd better be good at tossing heads. Kakuna's 80 Hit Power is solid, but there are no attacks to speak of.

34

Machoke

80 HP

Type: UN



Strategy Tip

You can take out some people with Karate Chop and Submission. But you'd better do it quickly. HP piles up quickly on Machoke.

35

Magikarp

30 HP

Type: UN



Strategy Tip

Players beware! Magikarp is a bench player with terrible Hit Power. In other words, thank goodness for evolution.

36

Magmar

50 HP

Type: UN



Strategy Tip

A basic with a powerful second attack. Relatively low HP and Flamethrower discard attack keep him out of many decks.

37

Nidorino

60 HP

Type: UN



Strategy Tip

Double Kick and Horn Drill inflict damage. But the 60 Hit Power and weakness to Psychic attacks temper his power.

38

Poliwhirl

60 HP

Type: UN



Strategy Tip

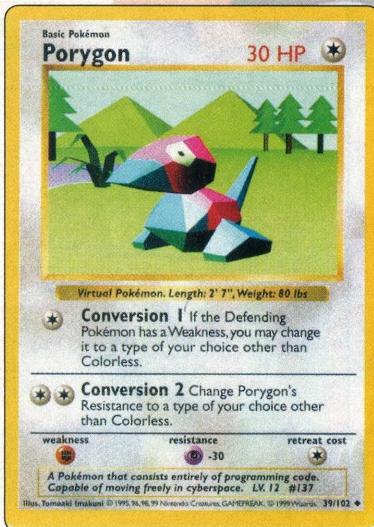
This is a solid stage-one Water Pokémon with some useful powers. Amnesia works great against one-power defenders.

39

Porygon

30 HP

Type: UN



Strategy Tip

Is this an Origami Pokémon or what? Conversion can work to your advantage sometimes, but the 30 HP is too low.

40

Raticate

60 HP

Type: UN



Strategy Tip

Ooo...Super Fang is nice! Unfortunately, you have to put up with 60HP to get it. Not a current fave in any of the Big Three decks, but it has potential.

41

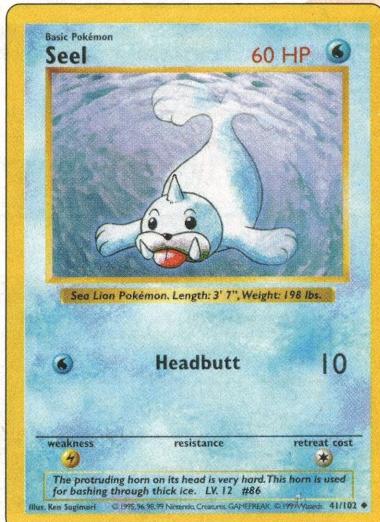
Seel

60 HP

Type: UN

Legend

- H = Holofoil
R = Rare
UN = Uncommon
C = Common

**Strategy Tip**

Eventually, Seel will be Dewgong. And 60 Hit Power is decent for a basic. Hey—we all know you can't hurry evolution.

42

Wartortle

70 HP

Type: UN

**Strategy Tip**

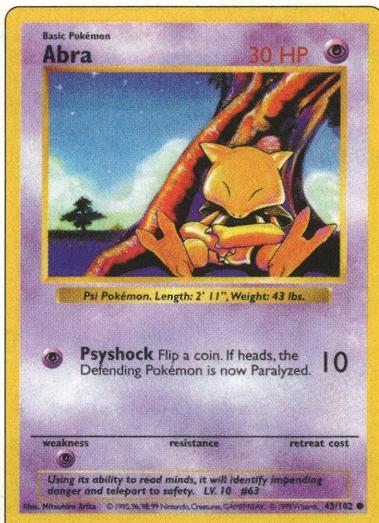
Bite is so-so, but his Withdraw is great. Wartortle not only is another Rain Dance staple, but also a really good Water Pokémon.

43

Abra

30 HP

Type: C

**Strategy Tip**

A silly little basic mindreader, but still a good benchwarmer for Psychic decks. That's because he evolves into Kadabra.

44

Bulbasaur

40 HP

Type: C

**Strategy Tip**

Leech Seed can be a powerful attack. For two green energy, you net a 30 damage advantage. And the evolution line is fairly powerful.

45

Caterpie

40 HP

Type: C



Strategy Tip

Caterpie is a good first attacker in a grass deck, as paralysis is a nasty side effect.

46

Charmander

50 HP

Type: C



Strategy Tip

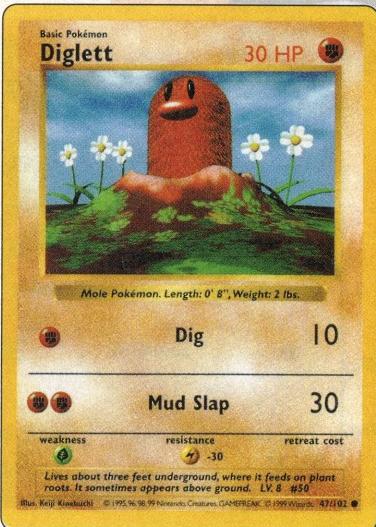
Charmander's entire evolution is essentially colorless, and can be added to any deck.

47

Diglett

30 HP

Type: C



Strategy Tip

Mud Slap is a solid attack for a basic Pokémon. Hit Points are weak, but some players love throwing these things at the enemy.

48

Doduo

50 HP

Type: C



Strategy Tip

Resistance to fighting, free retreat cost and 50 HP. Not a bad Basic Pokémon here.

49

Drowzee

50 HP

Type: C

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common

**Strategy Tip**

Tapir Pokémon? Koffing gives you more flexibility and higher Hit Power while inflicting the same types of damage.

50

Gastly

30 HP

Type: C

**Strategy Tip**

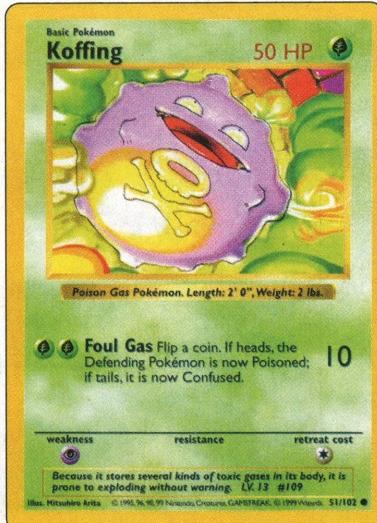
This level 08 Gastly probably is the worst card in this entire set! After all the coin flipping sleep requires, the odds are against you! A stronger Gastly exists in future sets.

51

Koffing

50 HP

Type: C

**Strategy Tip**

Koffing's Foul Gas can provide a no-lose attack. And the 50 Hit Power is all right for a basic Pokémon.

52

Machop

50 HP

Type: C

**Strategy Tip**

You move a pawn in chess—in Pokémon you roll out Machop. Retreat cost of 1, attack cost of 1 and 50 HP make it one of the best-starting Pokémon.

53

Magnemite

40 HP

Type: C



Strategy Tip

Magnemite is the Death Wish Pokémon. Why? Because it does loads of damage at the ultimate cost.

54

Metapod

70 HP

Type: C



Strategy Tip

This Pokémon is a stage-one evolution of Caterpie—and with the same substantial limitations.

55

Nidoran (male)

40 HP

Type: C



Strategy Tip

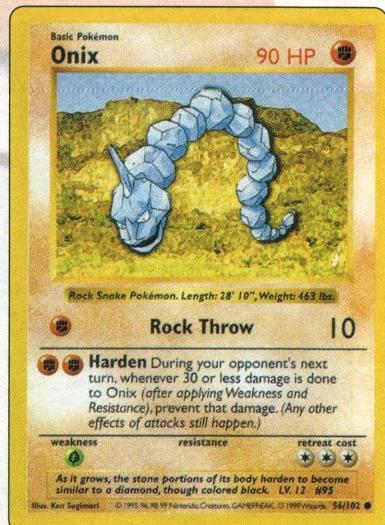
As with Machamp, you'll discover that this is a decent starting Pokémon—thanks to its Horn Hazard attack.

56

Onix

90 HP

Type: C



Strategy Tip

90 HP for a basic? It comes at a cost: retreat cost is high and Rock Throw isn't exactly a killer attack. On the other hand, Harden can keep him out there a while.

57

Pidgey

40 HP

Type: C

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



Strategy Tip

Though it has miserable attack traits, Pidgey's strong resistance to Earth Poké Ball makes it play stronger than it looks.

58

Pikachu

40 HP

Type: C



Strategy Tip

This is a good basic Poké Ball. And, as we all know, this popular Poké Ball is just as cute as can be!

59

Poliwag

40 HP

Type: C



Strategy Tip

The building block of many good Water decks, with a minor-league but still effective Water Gun attack and acceptable Hit Power.

60

Ponyta

40 HP

Type: C



Strategy Tip

For a mere two Fire Energy you can suck 30 HP from your opponent (60 if a Plant Poké Ball) and it costs just one Double Colorless for a 20 move.

61

Rattata

30 HP

Type: C



Strategy Tip

This Pokémon has bite. Unfortunately, though, its 30 Hit Power restricts it to the bench more often than not.

62

Sandshrew

40 HP

Type: C



Strategy Tip

Useful against Lightning decks, otherwise mostly not useful—even on the bench. Sand attack is one of the wimpier moves out there.

63

Squirtle

40 HP

Type: C



Strategy Tip

Blastoise has to come from somewhere. Withdraw works here, too. The best Water decks are full of Squirtle.

64

Starmie

60 HP

Type: C



Strategy Tip

Starmie is an excellent defensive Pokémon, thanks to 60 HP and a solid Recover power. Star Freeze doesn't deliver much for what you spend.

65

Staryu

40 HP

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



Strategy Tip

Star you? Star me? The bottom line with this Pokémon? You'll find that Slap is a cheap basic attack.

66

Tangela

50 HP

Type: C



Strategy Tip

You'll get solid attacks with Tangela. However, the attacks probably cost way too much for what they deliver.

67

Voltorb

40 HP

Type: C



Strategy Tip

This is a good bench Pokémon because of what it becomes (Electrode)—not what it is (a basic Pokémon wimp).

68

Vulpix

50 HP

Type: C



Strategy Tip

Confuse Ray is expensive. Solid HP brings it into consideration, but it's useful only if you know what to do with Ninetails.

69

Weedle

40 HP

Type: C



Strategy Tip

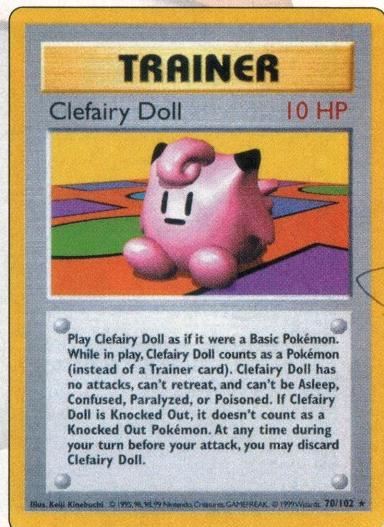
Weedle Poison is a nasty side effect in the early game, and a surprise tactic in the later game.

70

Clefairy Doll

10 HP

Type: R



Strategy Tip

What can you do with this little doll? Try using it to soak up a few Hit Power while you are regrouping.

71

Computer Search

Type: R



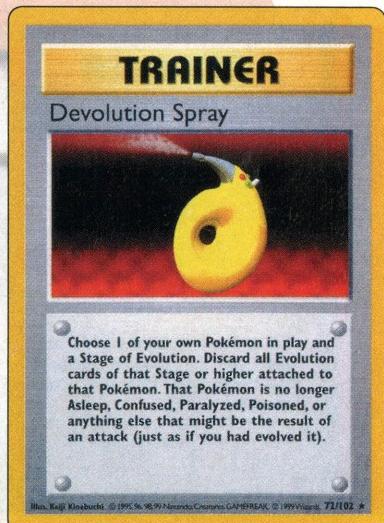
Strategy Tip

Computer Search is a useful card because it helps you to tailor your hand to the opposition that you're facing.

72

Devolution Spray

Type: R



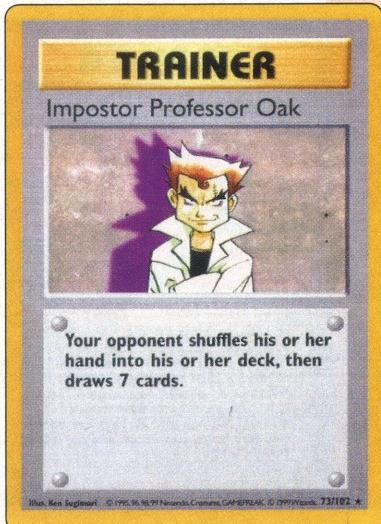
Strategy Tip

A last-ditch tactical card you should use only when you have a powerful stage-one or stage-two Pokémon in imminent danger. Easy pull from packs.

73 Impostor Professor Oak

Legend

H = Holofoil
R = Rare
UN = Uncommon
C = Common



Type: R

Strategy Tip

Play it when you think your opponent has his hand and his attacks all set. Watch his face for signs of confidence, then...ZINGGGGG!

74 Item Finder

Type: R



Strategy Tip

One in your deck is great for finding the perfect card in the late game.

75 Lass

Type: R

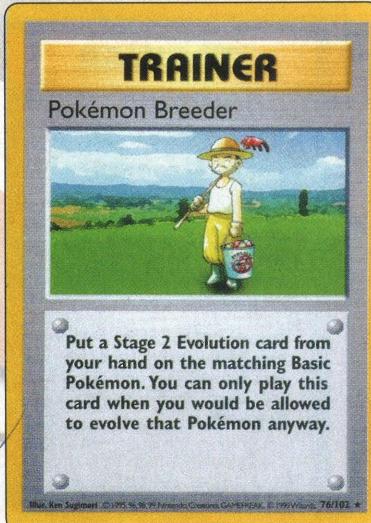


Strategy Tip

Do you want to see the other player's hand? The Lass Trainer card will provide the opportunity. But use it sparingly.

76 Pokémon Breeder

Type: R



Strategy Tip

This card is essential in the Blastoise Rain Dance deck.

77

Pokémon Trainer

Type: R



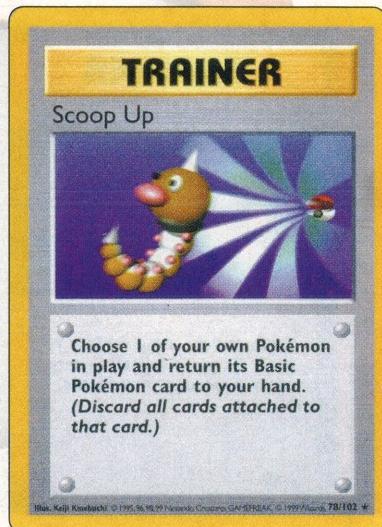
Strategy Tip

Not as useful as some Trainer cards, but it's not without value. Use it when you have a specific strategy and don't mind tipping off your opponent.

78

Scoop Up

Type: R



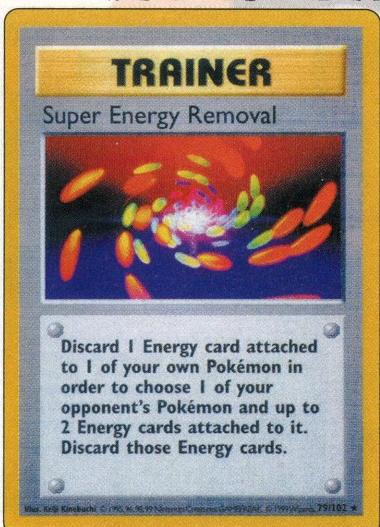
Strategy Tip

Do you want to get your Weedle off the table? You can do it with this card. But Scoop Up isn't as useful as other Trainer cards.

79

Super Energy Removal

Type: R



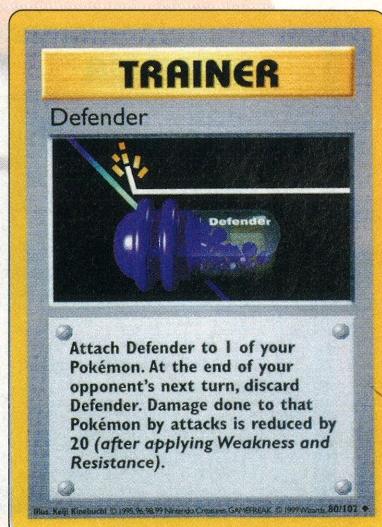
Strategy Tip

Short-circuit a Zapdos. Dry out a Poliwrath. You can get your opponent really, really angry by using the Super Energy Removal.

80

Defender

Type: R



Strategy Tip

Use this Defender Trainer card to augment the Hit Power of your high-powered, low Hit Power attack cards.

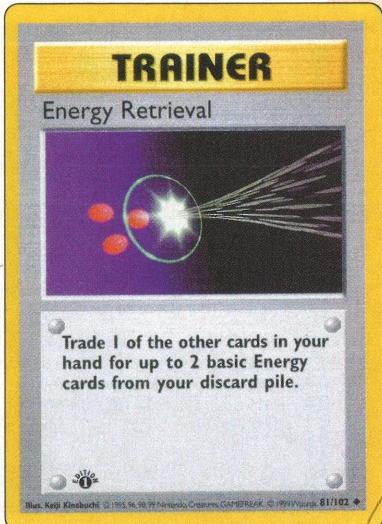
81

Energy Retrieval

Type: UN

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common

**Strategy Tip**

Trade a Devolution Spray for up to two Energy cards from the discard pile? Yahoo! Yes, that definitely works.

82

Full Heal

Type: UN

**Strategy Tip**

Full Heal to the rescue—and just in time! You'll get well in a hurry. So, this card obviously is essential to have in multiples.

83

Maintenance

Type: UN

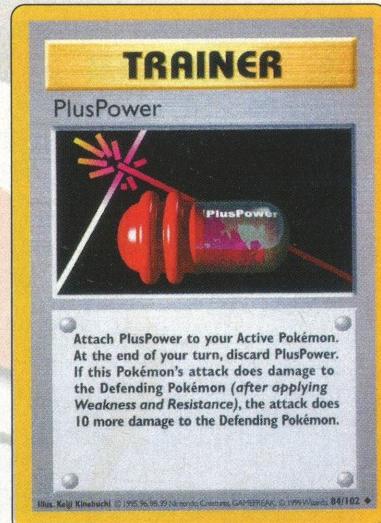
**Strategy Tip**

Here's how it always works: You shuffle in a Magikarp and a Clefairy Doll and get...Magikarp. Ugh!

84

PlusPower

Type: UN

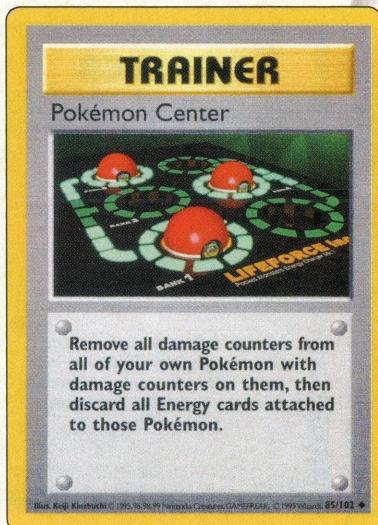
**Strategy Tip**

Make wimps into semi-wimps. This card makes powerhouses into untouchables. It's amazing what 10 extra damage can do.

85

Pokémon Center

Type: UN



Strategy Tip

"Remove all damage counters from all of your own Pokémons with damage counters on them, then..."
Enough said—get well slowly.

86

Pokémon Flute

Type: UN



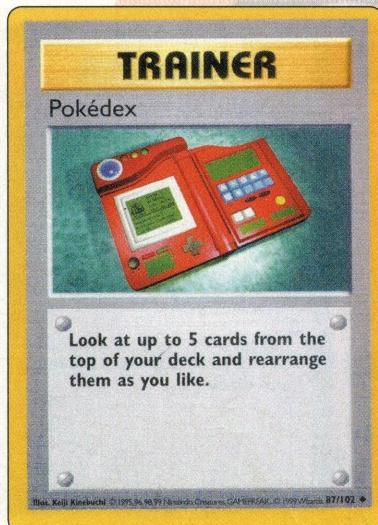
Strategy Tip

This is an odd, unessential escape card that does not help as much as many of the other Trainer cards.

87

Pokédex

Type: UN



Strategy Tip

You can start planning your future with this Trainer card. It's useful when you're in a long, tough game and need to plan ahead.

88

Professor Oak

Type: UN



Strategy Tip

Need a fresh start? Then, Professor Oak can help. Consider playing this card when you're really hurting and want to start anew.

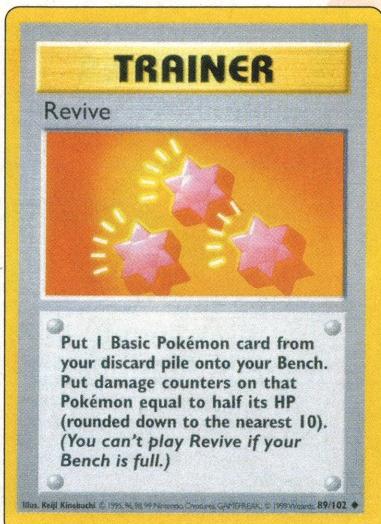
89

Revive

Type: UN

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common

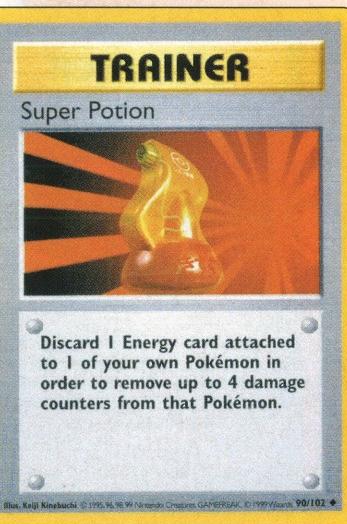
**Strategy Tip**

Useful only if you have dead Pokémon you want revived and a spot on the bench. This card provides a good late-game move.

90

Super Potion

Type: UN

**Strategy Tip**

The Super Potion Trainer card offers a fair trade—assuming that you're high on both energy and damage.

91

Bill

Type: C

**Strategy Tip**

Trainer Bill is always good news for Pokémon players. What? Draw two cards? Anytime, Bill, anytime!

92

Energy Removal

Type: C

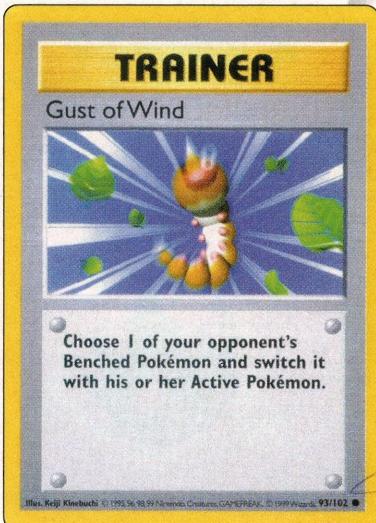
**Strategy Tip**

Although this card doesn't get your opponent as mad as a Super Energy Removal card, does, it'll get him or her angry enough.

93

Gust of Wind

Type: C



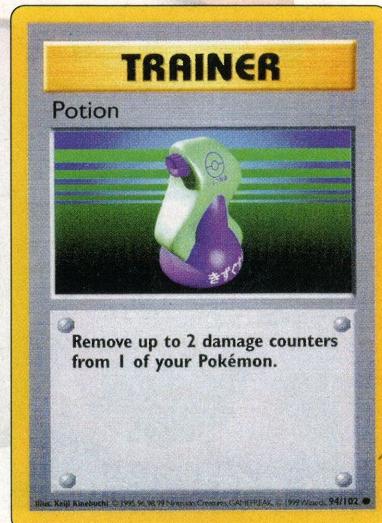
Strategy Tip

A very useful card. Blow in a low HP Pokémon from your opponent's bench for a light snack.

94

Potion

Type: C



Strategy Tip

Like the name implies, it's not as good as having a Super Potion card. This card is less expensive but less powerful.

95

Switch

Type: C



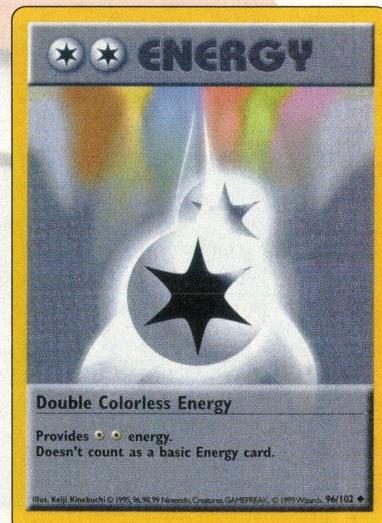
Strategy Tip

This Trainer card is Gust of Wind in reverse. That's not good if your bench consists of Magikarp, Caterpie and Porygon.

96

Double Colorless Energy

Type: UC



Strategy Tip

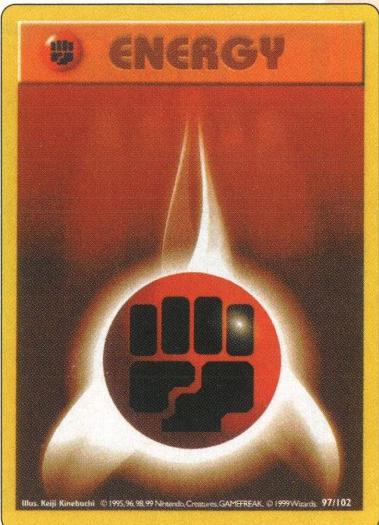
A commonly misunderstood card. You can only have four or fewer of these in your deck because they're not basic energy. A great card for colorless attacks.

97**Fighting Energy**

Type: C

Legend

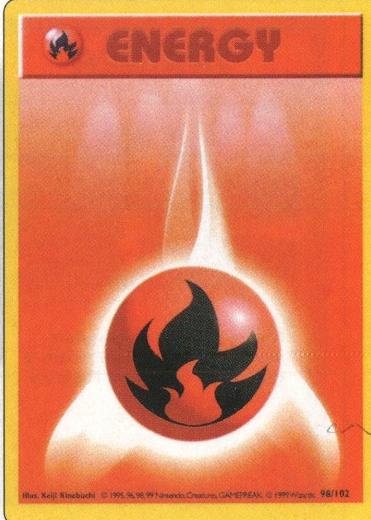
H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common


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Strategy Tip

Again, the number of these Energy cards that you have in your hand depends on the strategy that you're playing.

98**Fire Energy**

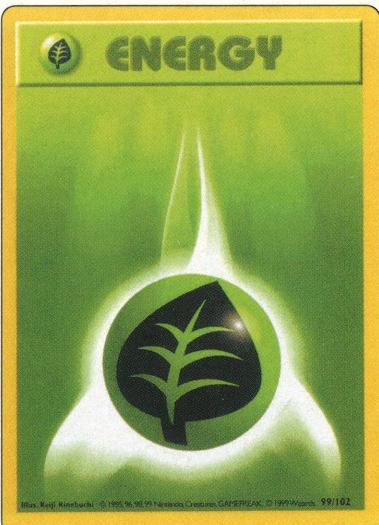
Type: C


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Strategy Tip

Energy card—the number of them that you have in your hand depends on the strategy that you are playing.

99**Grass Energy**

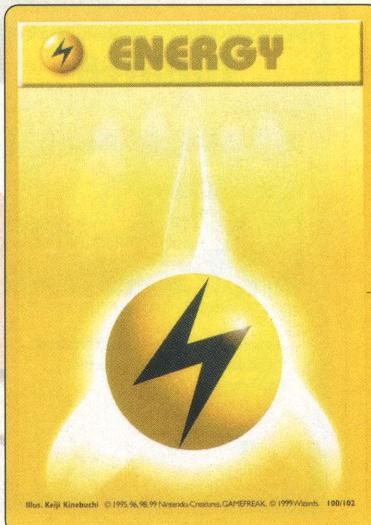
Type: C


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Strategy Tip

Energy card—the number of them that you have in your hand depends on the strategy that you are playing.

100**Lightning Energy**

Type: C

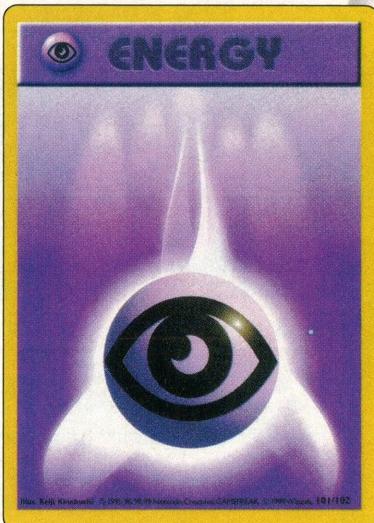

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Strategy Tip

Energy card—the number of them that you have in your hand depends on the strategy that you are playing.

101

Psychic Energy

Type: C



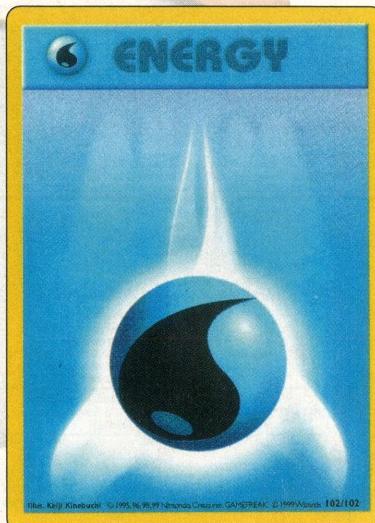
Strategy Tip

Energy card—the number of them that you have in your hand depends on the strategy that you are playing.

102

Water Energy

Type: C



Strategy Tip

Energy card—the number of them that you have in your hand depends on the strategy that you are playing.

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1

Clefable

70 HP

Type: H

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



2

Electrode

90 HP

Type: H



Strategy Tip

The Jungle evolution of Clefairy has all the good stuff of Clefairy—the Metronome attack mainly—with higher HP and lower energy requirements for the Metronome.

3

Flareon

70HP

Type: H



4

Jolteon

70HP

Type: H



Strategy Tip

Love that Flamethrower! There's only one retreat cost, and really solid if happen to have a Dodrio on the bench.

Strategy Tip

Jolteon does really well in a Lightning deck—so well, in fact, that you'll undoubtedly want multiples of this card.

5

Kangaskhan

90HP

Type: H



Strategy Tip

Did someone say "Genghis Khan?" Kangaskhan is a great stalker, giving you extra cards in order to fill your hand.

6

Mr. Mime

40HP

Type: H



Strategy Tip

An absolute knockout cleanup hitter. Bring him off the bench until your opponent has a more powerful but damaged Pokémon with no move below 30.

7

Nidoqueen

90HP

Type: H



Strategy Tip

Boyfriends require having Nidoqueen around. Not always smart—Mega Punch is expensive and retreat cost is high. Great potential for inflicting damage on you.

8

Pidgeot

80HP

Type: H



Strategy Tip

Hurricane can win you the game if your opponent has only Pokémon in play.

9

Pinsir

60HP

Type: H

Legend

H = Holofoil
R = Rare
UN = Uncommon
C = Common



10

Scyther

70HP

Type: H



Strategy Tip

A very nice combination of strong (but expensive) attacks and damage resistance. One of the better basics for Plant-based decks.

Strategy Tip

Another pumped-up basic Plant Pokémon with powerful attacks and no retreat costs. Build him up on the bench, attack, then retreat him for free.

11

Snorlax

90HP

Type: H



12

Vaporeon

80HP

Type: H



Strategy Tip

He's not much in the way of attacks, but he's well-nigh indestructible. Weak attacks but a great wall.

Strategy Tip

Its 80 HP is the best of the three Eevee evolutions. However, the rest of its powers and numbers are less impressive.

13

Venomoth

70HP

Type: H



Strategy Tip

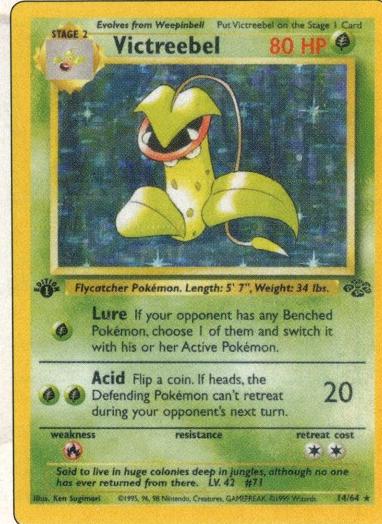
Power shift is a super move, since it lets him get to a weakness and even get by a Pokémon with Grass resistance. Venom Power's not bad either.

14

Victreebel

80HP

Type: H



Strategy Tip

You'll have to go through a lot for what you get. Victreebel doesn't show up as a component of many winning decks.

15

Vileplume

80HP

Type: H



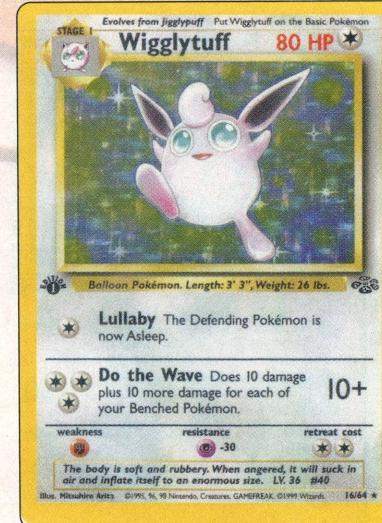
Strategy Tip

Heal is a no-lose power and Petal Dance can be a real power move. You'll wind up with a confused Vileplume, but it's worth it.

16

Wigglytuff

Type: H



Strategy Tip

His best move—Do The Wave—does 60 damage to a full bench. And the 80 Hit Power makes him tough enough.

17

Clefable

70HP

Type: R

Legend

H = Holofoil
R = Rare
UN = Uncommon
C = Common



Strategy Tip

The Jungle evolution of Clefairy has all the good stuff of Clefairy—the Metronome attack mainly—with higher HP and lower energy requirements for the Metronome.

19

Flareon

70HP

Type: R



Strategy Tip

Love that Flamethrower! There's only one retreat cost, and really solid if happen to have a Dodrio on the bench.

18

Electrode*

90HP

Type: R



*Incorrect graphic appears on this first edition card; image corrected on unlimited cards

Strategy Tip

Players new to the Jungle set will find this Electrode doesn't measure up to the one found in the Basic set of cards.

20

Jolteon

40HP

Type: Ultra Rare



Strategy Tip

Jolteon does really well in a Lightning deck—so well, in fact, that you'll undoubtedly want multiples of this card.

21

Kangaskhan

90HP

Type: R



Strategy Tip

Did someone say "Genghis Khan?" Kangaskhan is a great stalker, giving you extra cards in order to fill your hand.

22

Mr. Mime

40HP

Type: R



Strategy Tip

An absolute knockout cleanup hitter. Bring him off the bench until your opponent has a more powerful but damaged Pokémon with no move below 30.

23

Nidoqueen

90HP

Type: R



Strategy Tip

Boyfriends require having Nidoqueen around. Not always smart—Mega Punch is expensive and retreat cost is high. Great potential for inflicting damage on you.

24

Pidgeot

80HP

Type: R



Strategy Tip

Hurricane can win you the game if your opponent has only Pokémon in play.

25

Pinsir

60HP

Type: R

Legend

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 R = Rare
 UN = Uncommon
 C = Common



Strategy Tip

A very nice combination of strong (but expensive) attacks and damage resistance. One of the better basics for Plant-based decks.

26

Scyther

70HP

Type: R



Strategy Tip

Another pumped-up basic Plant Pokémon with powerful attacks and no retreat costs. Build him up on the bench, attack, then retreat him for free.

27

Snorlax

90HP

Type: R



Strategy Tip

He's not much in the way of attacks, but he's indestructible. Weak attacks but a great wall.

28

Vaporeon

80HP

Type: R



Strategy Tip

Its 80 HP is the best of the three Eevee evolutions. However, the rest of its powers and numbers are less impressive.

29

Venomoth

70HP

Type: R



Strategy Tip

Power shift is a super move, since it lets him get to a weakness and even get by a Pokémon with Grass resistance. Venom Power's not bad either.

30

Victreebel

80HP

Type: R



Strategy Tip

You'll have to go through a lot for what you get. Victreebel doesn't show up as a component of many winning decks.

31

Vileplume

80HP

Type: R



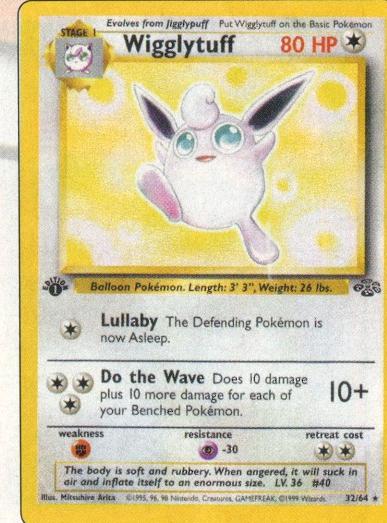
Strategy Tip

Heal is a no-lose power and Petal Dance can be a real power move. You'll wind up with a confused Vileplume, but it's worth it.

32

Wigglytuff

Type: R



Strategy Tip

His best move—Do The Wave—does 60 damage to a full bench. And the 80 Hit Power makes him tough enough.

33

Butterfree

70HP

Type: UN

Legend

H = Holofoil
R = Rare
UN = Uncommon
C = Common



Strategy Tip

Like Gust of Wind with damage-inflicting potential. With that said, you're better off with the good old blowhard.

34

Dodrio

70HP

Type: UN



Strategy Tip

A marked improvement over Doduo, Dodrio's Retreat Aid helps save energy for attacking. A good benchwarmer.

35

Exeggutor

80HP

Type: UN



Strategy Tip

Throw the energy on Exeggutor. Then, flip coins and hope for the best. Don't give up—Exeggutor does have potential.

36

Fearow

70HP

Type: UN



Strategy Tip

Think of Fearow as a de-powered Raichu that can fly. Drill Peck is a solid-but-expensive power.

37

Gloom

60HP

Type: UN



Strategy Tip

Useful powers and a low retreat cost. Not the optimum attacker, but he'll do in a pinch.

38

Lickitung

90HP

Type: UN



Strategy Tip

One of the best walls in the game. Great stalling, with two good attacks.

39

Marowak

60HP

Type: UN



Strategy Tip

His 60 HP is too low for stage 1 Pokémon with an undependable attack.

40

Nidorina

70HP

Type: UN



Strategy Tip

Does up to 60 damage with a modest retreat cost. HP are better than Marowak, too.

41

Parasect

60HP

Type: UN

Legend

H = Holofoil
R = Rare
UN = Uncommon
C = Common



Strategy Tip

This evolution isn't too bad if you are looking for colorless attacks.

42

Persian

70HP

Type: UN



Strategy Tip

Zero retreat cost and good attacks. This colorless line can be thrown into any deck.

43

Primeape

70HP

Type: UN



Strategy Tip

Will always do damage, at a high energy cost but a modest retreat cost. If you can afford the energy Primeape will definitely deliver.

44

Rapidash

70HP

Type: UN



Strategy Tip

Very good fire card. He can do 20 or 30 for two colorless, and for two fire and one colorless he does 30, with a 50 percent chance of invincibility — and no discarding attacks.

45

Rhydon

100HP

Type: UN



Strategy Tip

Ram isn't the killer attack you might think, but 100 HP make him darn near impervious.

46

Seaking

70HP

Type: UN



Strategy Tip

Think of him as a Scyther with no resistance and higher retreat cost. But don't spend too much time thinking of him.

47

Tauros

640HP

Type: UN



Strategy Tip

At least 20 damage every time out and an acceptable 60 HP make you want to unleash the bull. Very useful basic Pokémon in attack-weak colorless decks.

48

Weepinbell

70HP

Type: UN



Strategy Tip

Not worth evolving from Bellsprout, which isn't worth having to start with.

49

Bellsprout

40HP

Type: C

Legend

H = Holofoil
R = Rare
UN = Uncommon
C = Common



Strategy Tip

Not much here, but a colorless attack that isn't too bad...

50

Cubone

40HP

Type: C



Strategy Tip

Snivel is a great stall, particularly against Electric Pokémon. And if it survives, it evolves into the equally useful Marowak.

51

Eevee

50HP

Type: C



Strategy Tip

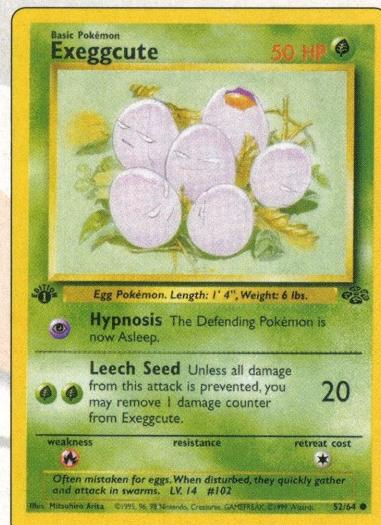
Worth having in multiples because of the evolutionary possibilities.

52

Exeggute

50HP

Type: C



Strategy Tip

Same powers as Jigglypuff in a Plant Pokémon.

53

Goldeen

40HP

Type: C



Strategy Tip

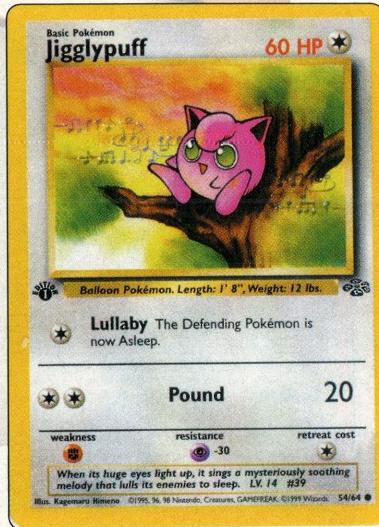
Magikarp with looks.

54

Jigglypuff

60HP

Type: C



Strategy Tip

Guaranteed sleep in one Energy makes the Jiggly One a great staller. Good against strong Pokémons.

55

Mankey

30HP

Type: C



Strategy Tip

A Pokémon Power that lets you look at your own prizes isn't too bad. But at opponent's Gust of Wind, he is a quick meal with only 30 HP.

56

Meowth

50HP

Type: C



Strategy Tip

A basic component of a Colorless deck.

57

Nidoran (F)

60HP

Type: C

Legend

H = Holofoil
 R = Rare
 UN = Uncommon
 C = Common



Strategy Tip

A bench player only if you like what Nidorino and Nidoqueen can do.

58

Oddish

50HP

Type: C



Strategy Tip

Stun Spore paralyzes and does 10 HP for one Energy. And they multiply like crazy.

59

Paras

40HP

Type: C



Strategy Tip

Pretty lackluster—not much potential here.

60

Pikachu

50HP

Type: C



Strategy Tip

Better than the basic-series Pokémons, thanks to higher HP and a wide-ranging Spark attack.

61

Rhyhorn

70HP

Type: C



Strategy Tip

No attacks to speak of, but a heck of a defender.

62

Spearow

50HP

Type: C



Strategy Tip

Spearow has a resistance to Fighting, 50 HP and zero Retreat Cost—no bad.

63

Venonat

40HP

Type: C



Strategy Tip

This is the start of a powerful evolution. The Venonat/Venomoth line fits into many grass decks.

64

Poké Ball

Type: C

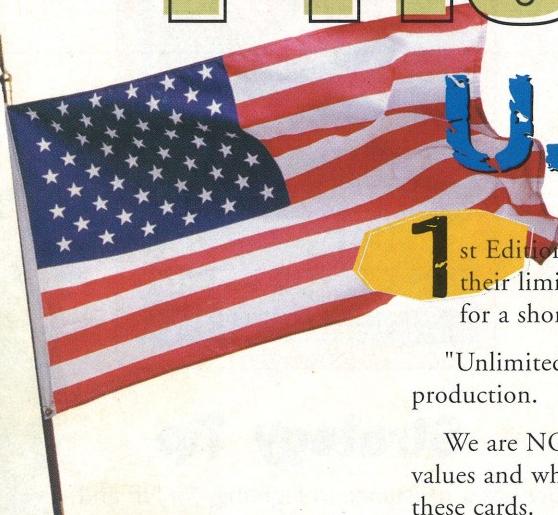


Strategy Tip

If you're lucky with coin flips, this is your card. It's also a good stopgap until you can come up with Computer Search or Pokémon Trader cards.

PoJo's Price Guide

U.S. Cards



1st Edition cards are specially marked with the "Edition 1" stamp to signify their limited print run status. These cards were only available in mass retail for a short period of time and current singles prices reflect that.

"Unlimited" cards do not have the "Edition 1" stamp and are currently still in production.

We are NOT selling cards. These are compiled for clarification of relative values and what you might expect to pay at a game store or collectible dealer for these cards.

No special pricing is given for unique "error" cards (such as yellow-cheek Pikachu or no-damage-Ninetales) because of limited pricing data available and the large quantity of misprints in these sets.

RARITY: H=Holographic (Foil),
R=Rare (non-Foil), U=Uncommon,
C=Common, N=non-designated
(basic energy).

"BASIC" SET

(1st/UL Edition)

Approximate date initially released:

Starter Decks Dec. 1998

Theme Decks Jan. 1999

Booster Packs Jan. 1999

(Edition 1/Limited Print Run)

Booster" Packs Feb. 1999

(Unlimited Print Run)

102 Total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

32 Uncommon

32 Common

6 Basic Energy (no rarity)

COLOR: C=Colorless, F=Fighting,
R=Fire, G=Grass, L=Lightning,
P=Psychic, W=Water,
T=Trainer, E=Energy



EDITION-1	UNLIMITED	CARD#	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$0.00	\$15.00	1/102	(H)	(P)	Lv42	#065	Alakazam
□ \$50.00	\$18.00	2/102	(H)	(W)	Lv52	#009	Blastoise
□ \$20.00	\$11.00	3/102	(H)	(C)	Lv55	#113	Chansey
□ \$85.00	\$37.00	4/102	(H)	(R)	Lv76	#006	Charizard
□ \$24.00	\$15.00	5/102	(H)	(C)	Lv14	#035	Clefairy
□ \$25.00	\$10.00	6/102	(H)	(W)	Lv41	#130	Gyarados
□ \$19.00	\$10.00	7/102	(H)	(F)	Lv33	#107	Hitmongan
□ \$9.00	\$10.00	8/102	(H)	(F)	Lv67	#068	Machamp
□ \$22.00	\$11.00	9/102	(H)	(L)	Lv28	#082	Magneton
□ \$29.00	\$10.00	10/102	(H)	(P)	Lv53	#150	Mewtwo
□ \$22.00	\$12.00	11/102	(H)	(G)	Lv48	#034	Nidoking
□ \$20.00	\$10.00	12/102	(H)	(R)	Lv32	#038	Ninetales
□ \$25.00	\$15.00	13/102	(H)	(W)	Lv48	#062	Poliwrath
□ \$35.00	\$18.00	14/102	(H)	(L)	Lv40	#026	Raichu
□ \$35.00	\$18.00	15/102	(H)	(G)	Lv67	#003	Venusaur
□ \$28.00	\$16.00	16/102	(H)	(L)	Lv64	#145	Zapdos
□ \$9.00	\$6.00	17/102	(R)	(G)	Lv32	#015	Beedrill
□ \$9.00	\$6.00	18/102	(R)	(C)	Lv33	#148	Dragonair
□ \$10.00	\$5.00	19/102	(R)	(F)	Lv36	#051	Dugtrio
□ \$12.00	\$6.00	20/102	(R)	(L)	Lv35	#125	Electabuzz
□ \$10.00	\$5.00	21/102	(R)	(L)	Lv40	#101	Electrode
□ \$9.00	\$6.00	22/102	(R)	(C)	Lv36	#017	Pidgeotto
□ \$3.00	\$3.00	23/102	(U)	(R)	Lv45	#059	Arcanine
□ \$3.00	\$3.00	24/102	(U)	(R)	Lv32	#005	Charmeleon
□ \$3.00	\$1.50	25/102	(U)	(W)	Lv42	#087	Dewgong
□ \$3.00	\$1.50	26/102	(U)	(C)	Lv10	#147	Dratini
□ \$3.00	\$2.00	27/102	(U)	(C)	Lv20	#083	Farfetch'd
□ \$3.00	\$1.50	28/102	(U)	(R)	Lv18	#058	Growlithe

Edition-1	Unlimited	Card#	Rarity	Color	Level	Number	Card Name
□ \$3.00	\$1.50	29/102	(U)	(P)	Lv22	#093 Haunter
□ \$3.00	\$1.50	30/102	(U)	(G)	Lv20	#002 Ivysaur
□ \$3.00	\$1.50	31/102	(U)	(P)	Lv23	#124 Jynx
□ \$3.00	\$1.50	32/102	(U)	(P)	Lv38	#064 Kadabra
□ \$3.00	\$1.50	33/102	(U)	(G)	Lv23	#014 Kakuna
□ \$3.00	\$1.50	34/102	(U)	(F)	Lv40	#067 Machoke
□ \$3.00	\$1.50	35/102	(U)	(W)	Lv08	#129 Magikarp
□ \$3.00	\$2.00	36/102	(U)	(R)	Lv24	#126 Magmar
□ \$3.00	\$1.50	37/102	(U)	(G)	Lv25	#033 Nidorino
□ \$3.00	\$1.50	38/102	(U)	(W)	Lv28	#061 Poliwhirl
□ \$3.00	\$1.50	39/102	(U)	(C)	Lv12	#137 Porygon
□ \$3.00	\$1.50	40/102	(U)	(C)	Lv41	#020 Raticate
□ \$3.00	\$1.50	41/102	(U)	(W)	Lv12	#086 Seel
□ \$3.00	\$2.00	42/102	(U)	(W)	Lv22	#008 Wartortle
□ \$1.00	\$0.50	43/102	(C)	(P)	Lv10	#063 Abra
□ \$1.00	\$0.30	44/102	(C)	(G)	Lv13	#001 Bulbasaur
□ \$1.00	\$0.30	45/102	(C)	(G)	Lv13	#010 Caterpie
□ \$1.00	\$0.30	46/102	(C)	(R)	Lv10	#004 Charmander
□ \$1.00	\$0.30	47/102	(C)	(F)	Lv08	#050 Diglett
□ \$1.00	\$0.30	48/102	(C)	(C)	Lv10	#084 Doduo
□ \$1.00	\$0.30	49/102	(C)	(P)	Lv12	#096 Drowzee
□ \$1.00	\$0.30	50/102	(C)	(P)	Lv08	#092 Gasty
□ \$1.00	\$0.30	51/102	(C)	(G)	Lv13	#109 Koffing
□ \$1.00	\$0.30	52/102	(C)	(F)	Lv20	#066 Machop
□ \$1.00	\$0.30	53/102	(C)	(L)	Lv13	#081 Magnemite
□ \$1.00	\$0.30	54/102	(C)	(G)	Lv21	#011 Metapod
□ \$1.00	\$0.30	55/102	(C)	(G)	Lv20	#032 Nidoran(M)
□ \$1.00	\$0.30	56/102	(C)	(F)	Lv12	#095 Onix
□ \$1.00	\$0.30	57/102	(C)	(C)	Lv08	#016 Pidgey
□ \$1.00	\$0.50	58/102	(C)	(L)	Lv12	#025 Pikachu
□ \$1.00	\$0.30	59/102	(C)	(W)	Lv13	#060 Poliwag
□ \$1.00	\$0.30	60/102	(C)	(R)	Lv10	#077 Ponyta
□ \$1.00	\$0.30	61/102	(C)	(C)	Lv09	#019 Rattata
□ \$1.00	\$0.30	62/102	(C)	(F)	Lv12	#027 Sandshrew
□ \$1.00	\$0.30	63/102	(C)	(W)	Lv08	#007 Squirtle
□ \$1.00	\$0.30	64/102	(C)	(W)	Lv28	#121 Starmie
□ \$1.00	\$0.30	65/102	(C)	(W)	Lv15	#120 Starly
□ \$1.00	\$0.30	66/102	(C)	(G)	Lv08	#114 Tangela
□ \$1.00	\$0.30	67/102	(C)	(L)	Lv10	#100 Voltorb
□ \$1.00	\$0.30	68/102	(C)	(R)	Lv11	#037 Vulpix
□ \$1.00	\$0.30	69/102	(C)	(G)	Lv12	#013 Weedle
□ \$10.00	\$5.00	70/102	(R)	(T)	Trainer Card	Clefairy Doll
□ \$10.00	\$5.00	71/102	(R)	(T)	Trainer Card	Computer Search
□ \$7.00	\$4.00	72/102	(R)	(T)	Trainer Card	Devolution Spray
□ \$7.00	\$4.00	73/102	(R)	(T)	Trainer Card	Impostor Prof Oak
□ \$10.00	\$5.00	74/102	(R)	(T)	Trainer Card	Item Finder
□ \$7.00	\$7.00	75/102	(R)	(T)	Trainer Card	Lass
□ \$10.00	\$5.00	76/102	(R)	(T)	Trainer Card	Pokemon Breeder
□ \$10.00	\$5.00	77/102	(R)	(T)	Trainer Card	Pokemon Trainer
□ \$8.00	\$4.00	78/102	(R)	(T)	Trainer Card	Scoop Up
□ \$11.00	\$5.00	79/102	(R)	(T)	Trainer Card	Super Energy Rem
□ \$2.00	\$1.50	80/102	(U)	(T)	Trainer Card	Defender
□ \$2.00	\$1.50	81/102	(U)	(T)	Trainer Card	Energy Retrieval
□ \$2.00	\$1.50	82/102	(U)	(T)	Trainer Card	Full Heal
□ \$2.00	\$1.50	83/102	(U)	(T)	Trainer Card	Maintenance
□ \$2.00	\$1.50	84/102	(U)	(T)	Trainer Card	PlusPower
□ \$2.00	\$1.50	85/102	(U)	(T)	Trainer Card	Pokemon Center
□ \$2.00	\$1.50	86/102	(U)	(T)	Trainer Card	Pokemon Flute
□ \$2.00	\$1.50	87/102	(U)	(T)	Trainer Card	Pokedex
□ \$4.00	\$2.00	88/102	(U)	(T)	Trainer Card	Professor Oak
□ \$2.00	\$1.50	89/102	(U)	(T)	Trainer Card	Revive
□ \$2.00	\$1.50	90/102	(U)	(T)	Trainer Card	Super Potion
□ \$1.00	\$0.50	91/102	(C)	(T)	Trainer Card	Bill
□ \$1.50	\$0.75	92/102	(C)	(T)	Trainer Card	Energy Removal
□ \$1.00	\$0.30	93/102	(C)	(T)	Trainer Card	Gust of Wind
□ \$1.00	\$0.30	94/102	(C)	(T)	Trainer Card	Potion
□ \$1.00	\$0.30	95/102	(C)	(T)	Trainer Card	Switch
□ \$4.00	\$2.00	96/102	(U)	(E)	Energy Card	Double Colorless
□ \$1.00	\$0.30	97/102	(U)	(E)	Energy Card	Fighting Energy
□ \$1.00	\$0.30	98/102	(U)	(E)	Energy Card	Fire Energy
□ \$1.00	\$0.30	99/102	(U)	(E)	Energy Card	Grass Energy
□ \$1.00	\$0.30	100/102	(U)	(E)	Energy Card	Lightning Energy
□ \$1.00	\$0.30	101/102	(U)	(E)	Energy Card	Psychic Energy
□ \$1.00	\$0.30	102/102	(U)	(E)	Energy Card	Water Energy

\$45.00 ... \$150.00 ... Complete 102 card set

"JUNGLE" EXPANSION (1st/UL Edition)

Approximate date initially released:

Theme Decks June 1999

Booster Packs June 1999

(Edition 1/Limited Print Run)

Booster Packs June 1999

(Unlimited Print Run)

64 Total cards:

16 Foil (ultra-rare holographic)

16 Rare (non-holographic)

16 Uncommon

16 Common

6 Basic Energy (no rarity)



Edition-1	Unlimited	Card#	Rarity	Color	Level	Number	Card Name
□ \$15.00	\$8.00	1/64	(H)	(C)	Lv34	#036 Clefable
□ \$14.00	\$7.00	2/64	(H)	(L)	Lv42	#101 Electrode
□ \$15.00	\$8.00	3/64	(H)	(R)	Lv28	#136 Flareon
□ \$15.00	\$11.00	4/64	(H)	(L)	Lv29	#135 Jolteon
□ \$14.00	\$7.00	5/64	(H)	(C)	Lv40	#115 Kangaskhan
□ \$14.00	\$8.00	6/64	(H)	(P)	Lv28	#122 Mr. Mime
□ \$12.00	\$8.00	7/64	(H)	(G)	Lv43	#031 Nidoqueen
□ \$13.00	\$8.00	8/64	(H)	(C)	Lv40	#018 Pidgeot
□ \$12.00	\$7.00	9/64	(H)	(G)	Lv24	#127 Pinsir
□ \$15.00	\$11.00	10/64	(H)	(G)	Lv25	#123 Scyther
□ \$14.00	\$9.00	11/64	(H)	(C)	Lv20	#143 Snorlax
□ \$15.00	\$9.00	12/64	(H)	(W)	Lv42	#134 Vaporeon
□ \$14.00	\$9.00	13/64	(H)	(G)	Lv28	#049 Venomoth
□ \$13.00	\$8.00	14/64	(H)	(G)	Lv42	#071 Victreebel
□ \$12.00	\$10.00	15/64	(H)	(G)	Lv35	#045 Vileplume
□ \$15.00	\$10.00	16/64	(H)	(C)	Lv36	#040 Wigglytuff
□ \$7.00	\$5.00	17/64	(R)	(C)	Lv34	#036 Clefable
□ \$6.00	\$5.00	18/64	(R)	(L)	Lv42	#101 Electrode
□ \$7.00	\$6.00	19/64	(R)	(R)	Lv28	#136 Flareon
□ \$7.00	\$6.00	20/64	(R)	(L)	Lv29	#135 Jolteon
□ \$7.00	\$4.50	21/64	(R)	(C)	Lv40	#115 Kangaskhan
□ \$7.00	\$4.00	22/64	(R)	(P)	Lv28	#122 Mr. Mime
□ \$7.00	\$5.00	23/64	(R)	(G)	Lv43	#031 Nidoqueen
□ \$7.00	\$5.50	24/64	(R)	(C)	Lv40	#018 Pidgeot
□ \$6.00	\$5.00	25/64	(R)	(G)	Lv24	#127 Pinsir
□ \$8.00	\$5.50	26/64	(R)	(G)	Lv25	#123 Scyther
□ \$7.00	\$5.00	27/64	(R)	(C)	Lv20	#143 Snorlax
□ \$7.00	\$6.00	28/64	(R)	(W)	Lv42	#134 Vaporeon
□ \$7.00	\$4.00	29/64	(R)	(G)	Lv28	#049 Venomoth
□ \$6.00	\$4.00	30/64	(R)	(G)	Lv42	#071 Victreebel
□ \$7.00	\$5.00	31/64	(R)	(G)	Lv35	#045 Vileplume
□ \$7.00	\$5.00	32/64	(R)	(C)	Lv36	#040 Wigglytuff
□ \$2.00	\$1.50	33/64	(U)	(G)	Lv28	#012 Butterfree
□ \$1.50	\$1.25	34/64	(U)	(C)	Lv28	#085 Dodrio
□ \$1.50	\$1.00	35/64	(U)	(G)	Lv35	#103 Exeggcutor
□ \$1.50	\$1.00	36/64	(U)	(C)	Lv27	#022 Fearow
□ \$1.50	\$1.00	37/64	(U)	(G)	Lv22	#044 Gloom
□ \$1.50	\$1.25	38/64	(U)	(C)	Lv26	#108 Lickitung
□ \$1.50	\$1.00	39/64	(U)	(F)	Lv26	#105 Marowak
□ \$1.50	\$1.00	40/64	(U)	(G)	Lv24	#030 Nidorina
□ \$1.50	\$1.00	41/64	(U)	(G)	Lv28	#047 Parasect
□ \$1.50	\$1.00	42/64	(U)	(C)	Lv25	#053 Persian
□ \$1.50	\$1.00	43/64	(U)	(F)	Lv35	#057 Primeape
□ \$1.50	\$1.50	44/64	(U)	(R)	Lv33	#078 Rapidash
□ \$1.50	\$1.00	45/64	(U)	(F)	Lv48	#112 Rhydon
□ \$1.50	\$1.00	46/64	(U)	(W)	Lv28	#119 Seaking
□ \$1.50	\$1.00	47/64	(U)	(C)	Lv32	#128 Tauros
□ \$1.50	\$1.00	48/64	(U)	(G)	Lv28	#070 Weepinbell
□ \$0.30	\$0.25	49/64	(C)	(G)	Lv11	#069 Bellsprout

PoJo's Price Guide

Edition-1	Unlimited	Card#	Rarity	Color	Level	Number	Card Name
□	\$0.30	... \$0.25	50/64	(C)	(F)	Lv13	#104 Cubone
□	\$0.30	... \$0.25	51/64	(C)	(C)	Lv12	#133 Eevee
□	\$0.30	... \$0.25	52/64	(C)	(G)	Lv14	#102 Exeggute
□	\$0.30	... \$0.25	53/64	(C)	(W)	Lv12	#118 Goldeen
□	\$0.30	... \$0.25	54/64	(C)	(C)	Lv14	#039 Jigglypuff
□	\$0.30	... \$0.25	55/64	(C)	(F)	Lv07	#056 Mankey
□	\$0.30	... \$0.25	56/64	(C)	(C)	Lv15	#052 Meowth
□	\$0.30	... \$0.25	57/64	(C)	(G)	Lv13	#029 Nidoran(F)
□	\$0.30	... \$0.25	58/64	(C)	(G)	Lv08	#043 Oddish
□	\$0.30	... \$0.25	59/64	(C)	(G)	Lv08	#046 Paras
□	\$0.30	... \$0.25	60/64	(C)	(L)	Lv14	#025 Pikachu
□	\$0.30	... \$0.25	61/64	(C)	(F)	Lv18	#111 Rhyhorn
□	\$0.30	... \$0.25	62/64	(C)	(C)	Lv13	#021 Spearow
□	\$0.30	... \$0.25	63/64	(C)	(G)	Lv12	#048 Venonat
□	\$0.30	... \$0.25	64/64	(C)	(T)		Trainer Card Poke Ball

\$125.00 ... \$75.00 ... Complete 64 card set

FOSSIL EXPANSION (1st/UL Edition)

Approximate date initially released:

- Theme Decks Oct. 1999
 Booster Packs Oct. 1999
 (Unlimited Print Run)
 Booster Packs Oct. 1999
 (Edition 1 - Limited Print Run)

62 Total cards:

- 15 Foil (ultra-rare holographic)
 15 Rare (non-holographic)
 16 Uncommon
 16 Common



Edition-1	Unlimited	Card#	Rarity	Color	Level	Number	Card Name
□	\$4.00	... 23/62	(R)	(P)	Lv36	#097 Hypno	
□	\$5.00	... 24/62	(R)	(F)	Lv30	#141 Kabutops	
□	\$4.00	... 25/62	(R)	(W)	Lv31	#131 Lapras	
□	\$4.00	... 26/62	(R)	(L)	Lv35	#082 Magnetron	
□	\$6.00	... 27/62	(R)	(R)	Lv35	#146 Moltres	
□	\$4.00	... 28/62	(R)	(G)	Lv34	#089 Muk	
□	\$5.00	... 29/62	(R)	(L)	Lv45	#026 Raichu	
□	\$5.00	... 30/62	(R)	(L)	Lv40	#145 Zapdos	
□	\$1.00	... 31/62	(U)	(G)	Lv27	#024 Arbok	
□	\$1.00	... 32/62	(U)	(W)	Lv25	#091 Cloyster	
□	\$1.00	... 33/62	(U)	(P)	Lv17	#092 Gastly	
□	\$1.00	... 34/62	(U)	(G)	Lv29	#042 Golbat	
□	\$1.00	... 35/62	(U)	(W)	Lv27	#055 Golduck	
□	\$1.00	... 36/62	(U)	(F)	Lv36	#076 Golem	
□	\$1.00	... 37/62	(U)	(F)	Lv29	#075 Graveler	
□	\$1.00	... 38/62	(U)	(W)	Lv27	#099 Kingler	
□	\$1.00	... 39/62	(U)	(R)	Lv31	#126 Magmar	
□	\$1.00	... 40/62	(U)	(W)	Lv32	#139 Omastar	
□	\$1.00	... 41/62	(U)	(F)	Lv33	#028 Sandshark	
□	\$1.00	... 42/62	(U)	(W)	Lv23	#117 Seadra	
□	\$1.00	... 43/62	(U)	(P)	Lv26	#080 Slowbro	
□	\$1.00	... 44/62	(U)	(W)	Lv21	#073 Tentacruel	
□	\$1.00	... 45/62	(U)	(G)	Lv27	#110 Weezing	
□	\$0.50	... 46/62	(C)	(G)	Lv10	#023 Ekans	
□	\$0.50	... 47/62	(C)	(F)	Lv16	#074 Geodude	
□	\$0.50	... 48/62	(C)	(G)	Lv17	#088 Grimer	
□	\$0.50	... 49/62	(C)	(W)	Lv19	#116 Horsea	
□	\$0.50	... 50/62	(C)	(F)	Lv09	#140 Kabuto	
□	\$0.50	... 51/62	(C)	(W)	Lv20	#098 Krabby	
□	\$0.50	... 52/62	(C)	(W)	Lv19	#138 Omanente	
□	\$0.50	... 53/62	(C)	(W)	Lv15	#054 Psyduck	
□	\$0.50	... 54/62	(C)	(W)	Lv08	#090 Shellder	
□	\$0.50	... 55/62	(C)	(P)	Lv18	#079 Slowpoke	
□	\$0.50	... 56/62	(C)	(W)	Lv10	#072 Tentacool	
□	\$0.50	... 57/62	(C)	(G)	Lv10	#041 Zubat	
□	\$0.50	... 58/62	(U)	(T)		Trainer Card Mr. Fugii	
□	\$0.50	... 59/62	(C)	(T)		Trainer Card Energy Search	
□	\$0.50	... 60/62	(C)	(T)		Trainer Card Gambler	
□	\$0.50	... 61/62	(C)	(T)		Trainer Card Recycle	
□	\$0.50	... 62/62	(C)	(T)		Trainer Card Myst. Fossil	

\$150.00 ... Complete 62 card set

U.S. PROMOTIONAL CARDS

These are compiled for clarification of relative values and what you might expect to pay at a game store or collectible dealer.

\$5.00 - Lv12 (Basic Set)

"E3" Pikachu:

This card is a normal "Basic" set (Lv 12) Pikachu (non-foil) card with a small (foil) "E3" stamp below the artwork. It was first released at the 1999 Electronic Entertainment Expo (E3) convention held in Los Angeles (May '99). Later, this card appeared in Nintendo Power magazine's September '99 issue with a much larger distribution.

\$6.00 - Lv14 (Jungle Expansion) "W" Pikachu:

This card is a normal Jungle expansion (Lv 14) Pikachu (non-foil) card with a small (foil) "W" stamp below the artwork. This card was first released in The Duelist magazine's September 1999 issue as a promotional insert.

\$35.00 - Lv16 Promo Pikachu (1st Edition):

\$9.00 - Lv16 Promo Pikachu

This is a (Lv 16) Pikachu (non-foil) card with a small (non-foil) "Promo" (star symbol with the word "Promo") stamp below the artwork.

The 1st Edition version of this card was initially released in Japan as one of two promotional insert cards in Hyper Coro Coro magazine's May (Spring) Issue. Later, the 1st Edition version appeared in random U.S. Jungle booster packs as a miscollected card. Later, this card was released through Wizard's of the Coast's official TCG Pokemon League in much larger distribution. Most copies of this card released through the League are not 1st Edition.

\$42.00 - Lv Promo Jigglypuff (1st Edition):

This is a (Lv 16) Pikachu (non-foil) card with a small (non-foil) "Promo" (star symbol with the word "Promo") stamp below the artwork.

It was initially released in Japan as one of two promotional insert cards in Hyper Coro Coro magazine's May (Spring) Issue. To date, this card has not been officially released in the U.S., but it may appear as a promotional in the official TCG League (and the value should drop significantly once it is in large distribution.)

Edition-1	Unlimited	Card#	Rarity	Color	Level	Number	Card Name
□	\$9.00	... 1/62	(H)	(F)	Lv28	#142 Aerodactyl	
□	\$10.00	... 2/62	(H)	(W)	Lv35	#144 Articuno	
□	\$8.00	... 3/62	(H)	(C)	Lv20	#132 Ditto	
□	\$9.00	... 4/62	(H)	(C)	Lv45	#149 Dragonite	
□	\$9.00	... 5/62	(H)	(P)	Lv38	#094 Gengar	
□	\$7.00	... 6/62	(H)	(P)	Lv17	#093 Haunter	
□	\$9.00	... 7/62	(H)	(F)	Lv30	#106 Hitmonlee	
□	\$8.00	... 8/62	(H)	(P)	Lv36	#097 Hypno	
□	\$9.00	... 9/62	(H)	(F)	Lv30	#141 Kabutops	
□	\$8.00	... 10/62	(H)	(W)	Lv31	#131 Lapras	
□	\$7.00	... 11/62	(H)	(L)	Lv35	#082 Magnetron	
□	\$10.00	... 12/62	(H)	(R)	Lv35	#146 Moltres	
□	\$8.00	... 13/62	(H)	(G)	Lv34	#089 Muk	
□	\$9.00	... 14/62	(H)	(L)	Lv45	#026 Raichu	
□	\$10.00	... 15/62	(H)	(L)	Lv40	#145 Zapdos	
□	\$5.00	... 16/62	(R)	(F)	Lv28	#142 Aerodactyl	
□	\$6.00	... 17/62	(R)	(W)	Lv35	#144 Articuno	
□	\$4.00	... 18/62	(R)	(C)	Lv20	#132 Ditto	
□	\$5.00	... 19/62	(R)	(C)	Lv45	#149 Dragonite	
□	\$5.00	... 20/62	(R)	(P)	Lv38	#094 Gengar	
□	\$4.00	... 21/62	(R)	(P)	Lv17	#093 Haunter	
□	\$5.00	... 22/62	(R)	(F)	Lv30	#106 Hitmonlee	

Japanese Cards



We are not selling cards. These prices are compiled for clarification of relative values and what you might expect to pay at a game store or collectible.

Many of the Trainer and Stadium cards in these sets have names that are not direct translations of the Japanese titles. In some instances names were given to reflect the artwork or function of the card.

RARITY is designated: SR=Super-Rare (white star),
SU=Super-Uncommon (white diamond),
H=Holographic (Foil), **R**=Rare (non-Foil),
U=Uncommon, **C**=Common; Basic energy has no rarity symbol

COLOR C=Colorless, F=Fighting,
R=Fire, G=Grass, L=Lightning, P=Psychic,
W=Water, T=Trainer, E=Energy

BASIC SET (SERIES 1)

Approximate date initially released: Fall 1996

102 Total Cards:

16 Foil (ultra-rare holographic)
 16 Rare (non-holographic)
 32 Uncommon
 32 Common
 6 Basic Energy (no rarity)



PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$1.00	(C)	(G)	Lv13	#001	Bulbasaur
□ \$3.00	(U)	(G)	Lv20	#002	Ivysaur
□ \$23.00	(H)	(G)	Lv67	#003	Venusaur
□ \$1.00	(C)	(G)	Lv13	#010	Caterpie
□ \$1.00	(C)	(G)	Lv21	#011	Metapod
□ \$1.00	(C)	(G)	Lv12	#013	Weedle
□ \$3.00	(U)	(G)	Lv23	#014	Kakuna
□ \$11.00	(R)	(G)	Lv32	#015	Beedrill
□ \$1.00	(C)	(G)	Lv20	#032	Nidoran(M)
□ \$3.00	(U)	(G)	Lv25	#033	Nidorino
□ \$22.00	(H)	(G)	Lv48	#034	Nidoking
□ \$1.00	(C)	(G)	Lv13	#109	Koffing
□ \$1.00	(C)	(G)	Lv08	#114	Tangela
□ \$1.00	(C)	(R)	Lv10	#004	Charmander
□ \$3.00	(U)	(R)	Lv32	#005	Charmeleon
□ \$51.00	(H)	(R)	Lv76	#006	Charizard
□ \$1.00	(C)	(R)	Lv11	#037	Vulpix
□ \$21.00	(H)	(R)	Lv32	#038	Ninetales
□ \$3.00	(U)	(R)	Lv18	#058	Growlithe
□ \$3.00	(U)	(R)	Lv45	#059	Arcanine
□ \$1.00	(C)	(R)	Lv10	#077	Ponyta
□ \$3.00	(U)	(R)	Lv24	#126	Magmar
□ \$1.00	(C)	(W)	Lv08	#007	Squirtle
□ \$3.00	(U)	(W)	Lv22	#008	Wartortle
□ \$30.00	(H)	(W)	Lv52	#009	Blastoise
□ \$1.00	(C)	(W)	Lv13	#060	Poliwag
□ \$3.00	(U)	(W)	Lv28	#061	Poliwhirl
□ \$20.00	(H)	(W)	Lv48	#062	Poliwrath
□ \$3.00	(U)	(W)	Lv12	#086	Seel
□ \$3.00	(U)	(W)	Lv42	#087	Dewgong
□ \$1.00	(C)	(W)	Lv15	#120	Staryu
□ \$1.00	(C)	(W)	Lv28	#121	Starmie
□ \$3.00	(U)	(W)	Lv08	#129	Magikarp
□ \$25.00	(H)	(W)	Lv41	#130	Gyarados
□ \$1.00	(C)	(L)	Lv12	#025	Pikachu

PoJo's Price Guide

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$2.00	(U)	(T)		Trainer Card	Defender
□ \$8.00	(R)	(T)		Trainer Card	Item Finder
□ \$1.00	(C)	(T)		Trainer Card	Gust of Wind
□ \$8.00	(R)	(T)		Trainer Card	Devolution Spray
□ \$2.00	(U)	(T)		Trainer Card	Revive
□ \$2.00	(U)	(T)		Trainer Card	Super Potion
□ \$1.00	(C)	(T)		Trainer Card	Potion
□ \$2.00	(U)	(T)		Trainer Card	Full Heal
□ \$2.00	(U)	(T)		Trainer Card	Maintenance
□ \$2.00	(U)	(T)		Trainer Card	Pokemon Flute
□ \$3.00	(U)	(E)		Energy Card	Double Colorless Energy
□ \$2.00	()	(E)		Energy Card	Fighting Energy
□ \$2.00	()	(E)		Energy Card	Fire Energy
□ \$2.00	()	(E)		Energy Card	Grass Energy
□ \$2.00	()	(E)		Energy Card	Lightning Energy
□ \$2.00	()	(E)		Energy Card	Psychic Energy
□ \$2.00	()	(E)		Energy Card	Water Energy

\$250.00 Complete 102 card Set

JUNGLE EXPANSION (SERIES 2)

Approximate date initially released: Spring 1997

48 Total Cards:

16 Rare (Foil)
16 Uncommon
16 Common



PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$2.00	(U)	(G)	Lv28	#012	Butterfree
□ \$0.50	(C)	(G)	Lv13	#029	Nidoran(F)
□ \$1.50	(U)	(G)	Lv24	#030	Nidorina
□ \$6.00	(H)	(G)	Lv43	#031	Nidoqueen
□ \$0.50	(C)	(G)	Lv08	#043	Oddish
□ \$1.50	(U)	(G)	Lv22	#044	Gloom
□ \$6.00	(H)	(G)	Lv35	#045	Vileplume
□ \$0.50	(C)	(G)	Lv08	#046	Paras
□ \$1.50	(U)	(G)	Lv28	#047	Parasect
□ \$0.50	(G)	(G)	Lv12	#048	Venonat
□ \$7.00	(H)	(G)	Lv28	#049	Venomoth
□ \$0.50	(C)	(G)	Lv11	#069	Bellsprout
□ \$1.50	(U)	(G)	Lv28	#070	Weepinbell
□ \$6.00	(H)	(G)	Lv42	#071	Victreebel
□ \$0.50	(C)	(G)	Lv14	#102	Exeggcute
□ \$1.50	(U)	(G)	Lv35	#103	Exeggutor
□ \$8.00	(H)	(G)	Lv25	#123	Scyther
□ \$6.00	(H)	(G)	Lv24	#127	Pinsir
□ \$2.00	(U)	(R)	Lv33	#078	Rapidash
□ \$10.00	(H)	(R)	Lv28	#136	Flareon
□ \$0.50	(C)	(W)	Lv12	#118	Golddeen
□ \$1.50	(U)	(W)	Lv28	#119	Seaking
□ \$10.00	(H)	(W)	Lv42	#134	Vaporeon
□ \$0.50	(C)	(L)	Lv14	#025	Pikachu
□ \$6.00	(H)	(L)	Lv42	#101	Electrode
□ \$10.00	(H)	(L)	Lv29	#135	Jolteon
□ \$7.00	(H)	(P)	Lv28	#122	Mr. Mime
□ \$0.50	(C)	(F)	Lv07	#056	Mankey
□ \$1.50	(U)	(F)	Lv35	#057	Primeape
□ \$0.50	(C)	(F)	Lv13	#104	Cubone
□ \$1.50	(U)	(F)	Lv26	#105	Marowak
□ \$0.50	(C)	(F)	Lv18	#111	Rhyhorn
□ \$1.50	(U)	(F)	Lv48	#112	Rhydon
□ \$6.00	(H)	(C)	Lv40	#018	Pidgeot
□ \$0.50	(C)	(C)	Lv13	#021	Spearow

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$1.50	(U)	(C)	Lv27	#022	Feebar
□ \$7.00	(H)	(C)	Lv34	#036	Clefable
□ \$0.50	(C)	(C)	Lv14	#039	Jigglypuff
□ \$10.00	(H)	(C)	Lv36	#040	Wigglytuff
□ \$0.50	(C)	(C)	Lv15	#052	Meowth
□ \$1.50	(U)	(C)	Lv25	#053	Persian
□ \$1.50	(U)	(C)	Lv28	#085	Dodrio
□ \$1.50	(U)	(C)	Lv26	#108	Lickitung
□ \$7.00	(H)	(C)	Lv40	#115	Kangaskhan
□ \$1.50	(U)	(C)	Lv32	#128	Tauros
□ \$0.50	(C)	(C)	Lv12	#133	Eevee
□ \$7.00	(H)	(C)	Lv20	#143	Snorlax
□ \$0.50	(C)	(T)		Trainer Card	Poke Ball

\$125.00 Complete 48 card Set

FOSSIL EXPANSION (SERIES 3)

Approximate date initially released: Summer 1997

48 Total Cards:

16 Rare (Foil)
16 Uncommon
16 Common



PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$0.50	(C)	(G)	Lv10	#023	Ekans
□ \$3.00	(U)	(G)	Lv27	#024	Arbok
□ \$0.50	(C)	(G)	Lv10	#041	Zubat
□ \$3.00	(U)	(G)	Lv29	#042	Golbat
□ \$0.50	(C)	(G)	Lv17	#088	Grimer
□ \$10.00	(H)	(G)	Lv34	#089	Muk
□ \$3.00	(U)	(G)	Lv27	#110	Weezing
□ \$4.00	(U)	(R)	Lv31	#126	Magmar
□ \$15.00	(H)	(R)	Lv35	#146	Moltres
□ \$0.50	(C)	(W)	Lv15	#054	Psyduck
□ \$3.00	(U)	(W)	Lv27	#055	Golduck
□ \$0.50	(C)	(W)	Lv10	#072	Tentacool
□ \$3.00	(U)	(W)	Lv21	#073	Tentacruel
□ \$0.50	(C)	(W)	Lv08	#090	Shellder
□ \$3.00	(U)	(W)	Lv25	#091	Cloyster
□ \$0.50	(C)	(W)	Lv20	#098	Krabby
□ \$3.00	(U)	(W)	Lv27	#099	Kingler
□ \$0.50	(C)	(W)	Lv19	#116	Horsea
□ \$3.00	(U)	(W)	Lv23	#117	Seadra
□ \$10.00	(H)	(W)	Lv31	#131	Lapras
□ \$0.50	(C)	(W)	Lv19	#138	Omanyte
□ \$3.00	(U)	(W)	Lv32	#139	Omastar
□ \$20.00	(H)	(W)	Lv35	#144	Articuno
□ \$15.00	(H)	(L)	Lv45	#026	Raichu
□ \$10.00	(H)	(L)	Lv35	#082	Magneton
□ \$15.00	(H)	(L)	Lv40	#145	Zapdos
□ \$0.50	(C)	(P)	Lv18	#0/9	Slowpoke
□ \$3.00	(U)	(P)	Lv26	#080	Slowbro
□ \$3.00	(U)	(P)	Lv17	#092	Gastly
□ \$10.00	(H)	(P)	Lv17	#093	Haunter
□ \$15.00	(H)	(P)	Lv38	#094	Gengar
□ \$10.00	(H)	(P)	Lv36	#097	Hypno
□ \$30.00	(H)	(P)	Lv23	#151	Mew
□ \$3.00	(U)	(F)	Lv33	#028	Sandslash
□ \$0.50	(C)	(F)	Lv16	#074	Geodude
□ \$3.00	(U)	(F)	Lv29	#075	Graveler
□ \$3.00	(U)	(F)	Lv36	#076	Golem
□ \$15.00	(H)	(F)	Lv30	#106	Hitmonlee
□ \$0.50	(C)	(F)	Lv09	#140	Kabuto
□ \$10.00	(H)	(F)	Lv30	#141	Kabutops
□ \$20.00	(H)	(F)	Lv28	#142	Aerodactyl
□ \$15.00	(H)	(C)	Lv20	#132	Ditto
□ \$20.00	(H)	(C)	Lv45	#149	Dragonite
□ \$3.00	(U)	(T)		Trainer Card	Fiji Old Man
□ \$0.50	(C)	(T)		Trainer Card	Fossil

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$0.50	(C)	(T)			Trainer Card . Energy Search
□ \$0.50	(C)	(T)			Trainer Card . Gambler
□ \$0.50	(C)	(T)			Trainer Card . Recycle

\$175.00 Complete 48 card Set

TEAM ROCKET EXPANSION (SERIES 2)

Approximate date initially released: Fall 1997

65 Total Cards:

- 1 Super Rare (Foil) "Here Comes the Rockets!"
- 16 Rare (Foil)
- 16 Uncommon
- 32 Common



PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$0.50	(C)	(G)	Lv15	#023	Ekans
□ \$10.00	(H)	(G)	Lv25	#024	"Bad" Arbok
□ \$0.50	(C)	(G)	Lv09	#041	Zubat
□ \$5.00	(H)	(G)	Lv25	#042	"Bad" Golbat
□ \$0.50	(C)	(G)	Lv21	#043	Oddish
□ \$4.00	(U)	(G)	Lv21	#044	"Bad" Gloom
□ \$7.00	(H)	(G)	Lv29	#045	"Bad" Vileplume
□ \$0.50	(C)	(G)	Lv10	#088	Grimer
□ \$4.00	(U)	(G)	Lv25	#089	"Bad" Muk
□ \$0.50	(C)	(G)	Lv12	#109	Koffing
□ \$5.00	(H)	(G)	Lv24	#110	"Bad" Weezing
□ \$0.50	(C)	(R)	Lv09	#004	Charmander
□ \$4.00	(U)	(R)	Lv23	#005	"Bad" Charmeleon
□ \$22.00	(H)	(R)	Lv38	#006	"Bad" Charizard
□ \$0.50	(C)	(R)	Lv15	#077	Ponyta
□ \$0.50	(C)	(R)	Lv24	#078	"Bad" Rapidash
□ \$5.00	(U)	(R)	Lv23	#136	"Bad" Flareon
□ \$0.50	(C)	(W)	Lv16	#007	Squirtle
□ \$5.00	(U)	(W)	Lv21	#008	"Bad" Wartortle
□ \$11.00	(H)	(W)	Lv28	#009	"Bad" Blastoise
□ \$0.50	(C)	(W)	Lv16	#054	Psyduck
□ \$4.00	(U)	(W)	Lv23	#055	"Bad" Golduck
□ \$0.50	(C)	(W)	Lv06	#129	Magikarp
□ \$10.00	(H)	(W)	Lv31	#130	"Bad" Gyarados
□ \$5.00	(U)	(W)	Lv28	#134	"Bad" Vaporeon
□ \$0.50	(C)	(L)	Lv12	#081	Magnemite
□ \$5.00	(H)	(L)	Lv26	#082	"Bad" Magneton
□ \$0.50	(C)	(L)	Lv13	#100	Voltorb
□ \$3.00	(U)	(L)	Lv24	#101	"Bad" Electrode
□ \$5.00	(U)	(L)	Lv23	#135	"Bad" Jolteon
□ \$0.50	(C)	(P)	Lv14	#063	Abra
□ \$5.00	(U)	(P)	Lv24	#064	"Bad" Kadabra
□ \$10.00	(H)	(P)	Lv30	#065	"Bad" Alakazam
□ \$0.50	(C)	(P)	Lv16	#079	Slowpoke
□ \$5.00	(H)	(P)	Lv27	#080	"Bad" Slowbro
□ \$0.50	(C)	(P)	Lv10	#096	Drowzee
□ \$9.00	(H)	(P)	Lv26	#097	"Bad" Hypno
□ \$0.50	(C)	(F)	Lv15	#050	Diglett
□ \$10.00	(H)	(F)	Lv18	#051	"Bad" Dugtrio
□ \$0.50	(C)	(F)	Lv14	#056	Mankey
□ \$3.00	(U)	(F)	Lv23	#057	"Bad" Primeape
□ \$0.50	(C)	(F)	Lv24	#066	Machop
□ \$4.00	(U)	(F)	Lv28	#067	"Bad" Machoke
□ \$7.00	(H)	(F)	Lv30	#068	"Bad" Machamp
□ \$0.50	(C)	(C)	Lv12	#019	Rattata
□ \$0.50	(C)	(C)	Lv25	#020	"Bad" Raticate
□ \$0.50	(C)	(C)	Lv10	#052	Meowth
□ \$0.50	(C)	(C)	Lv28	#053	"Bad" Persian
□ \$0.50	(C)	(C)	Lv09	#133	Eevee
□ \$0.50	(C)	(C)	Lv20	#137	Porygon
□ \$0.50	(C)	(C)	Lv12	#147	Dratini
□ \$4.00	(U)	(C)	Lv28	#148	"Bad" Dragonair
□ \$15.00	(H)	(C)	Lv33	#149	"Bad" Dragonite
□ \$3.00	(U)	(T)			Trainer Card . The Challenge

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$3.00	(U)	(T)			Trainer Card . Imposter Oak's Revenge
□ \$0.50	(C)	(T)			Trainer Card . Sticky Gas
□ \$7.00	(H)	(T)			Trainer Card . Team Rocket's Little Sister
□ \$0.50	(C)	(T)			Trainer Card . Garbage Collection
□ \$0.50	(C)	(T)			Trainer Card . Sleep! Sleep!
□ \$0.50	(C)	(T)			Trainer Card . Battle Zone Roulette
□ \$3.00	(U)	(T)			Trainer Card . Boss's Plan
□ \$0.50	(C)	(E)			Energy Card . Potion Energy
□ \$0.50	(C)	(E)			Energy Card . Full Heal Energy
□ \$8.00	(H)	(E)			Energy Card . Rainbow Energy
□ \$40.00	(SR)	(T)			Trainer Card . Here Comes The Rockets!

\$225.00 Complete 65 card Set

GYM LEADERS EXPANSION (SERIES 5)

Approximate date initially released: Fall 1998

Some of the cards of this set are available in fixed 64 card "Gym Leaders" decks, (but not all of them). Cards that were taken from Theme Decks do not have rarity symbols on them. Theme Deck cards (without rarity symbols) are fixed sets and therefore typically lower in value than the cards listed here from the Expansion booster packs.



96 Total Cards:

- 16 Rare (Foil)
- 16 Rare (non-Foil)
- 32 Uncommon
- 32 Common

GYM LEADER TAKESHI (BROCK) CARDS:

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$3.00	(R)	(T)			Trainer Card . Brock
□ \$0.50	(C)	(F)	Lv20	#027	Brock's Sandshrew
□ \$1.50	(U)	(F)	Lv34	#028	Brock's Sandlash
□ \$0.50	(C)	(F)	Lv13	#050	Brock's Diglett
□ \$0.50	(C)	(F)	Lv12	#056	Brock's Mankey
□ \$1.00	(U)	(F)	Lv32	#057	Brock's Primeape
□ \$0.50	(C)	(F)	Lv13	#074	Brock's Geodude
□ \$0.50	(C)	(F)	Lv15	#074	Brock's Geodude
□ \$1.00	(U)	(F)	Lv32	#075	Brock's Graveler
□ \$3.00	(R)	(F)	Lv40	#076	Brock's Golem
□ \$0.50	(C)	(F)	Lv41	#095	Brock's Onix
□ \$0.50	(C)	(F)	Lv29	#111	Brock's Rhyhorn
□ \$7.00	(H)	(F)	Lv38	#112	Brock's Rhydon
□ \$0.50	(C)	(R)	Lv10	#037	Brock's Vulpix
□ \$1.00	(U)	(R)	Lv16	#037	Brock's Vulpix
□ \$8.00	(H)	(R)	Lv30	#038	Brock's Ninetales
□ \$0.50	(C)	(G)	Lv11	#041	Brock's Zubat
□ \$1.00	(U)	(G)	Lv30	#042	Brock's Golbat
□ \$1.00	(U)	(C)	Lv24	#108	Brock's Lickitung
□ \$1.00	(U)	(T)			Trainer Card . Brock's Monster Search
□ \$1.00	(U)	(T)			Trainer Card . Devotion Attack
□ \$2.00	(R)	(T)			Trainer Card . Brock's Number One
□ \$1.00	(U)	(T)			Stadium Card . Nivi City Gym

GYM LEADER KASUMI (MISTY) CARDS:

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ \$3.00	(R)	(T)			Trainer Card Misty
□ \$0.50	(C)	(W)	Lv18	#054	Misty's Psyduck
□ \$9.00	(H)	(W)	Lv32	#055	Misty's Golduck
□ \$0.50	(C)	(W)	Lv16	#060	Misty's Poliwag
□ \$1.00	(U)	(W)	Lv37	#061	Misty's Poliwhirl
□ \$1.00	(U)	(W)	Lv16	#072	Misty's Tentacool
□ \$7.00	(H)	(W)	Lv30	#073	Misty's Tentacruel
□ \$0.50	(C)	(W)	Lv14	#086	Misty's Seel
□ \$1.00	(U)	(W)	Lv40	#087	Misty's Dewgong
□ \$0.50	(C)	(W)	Lv10	#116	Misty's Horsea
□ \$0.50	(C)	(W)	Lv16	#116	Misty's Horsea
□ \$7.00	(H)	(W)	Lv30	#117	Misty's Seadra
□ \$0.50	(C)	(W)	Lv10	#118	Misty's Goldeen

PoJo's Price Guide

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$0.50	(C)	(W)	Lv16	#120	Misty's Staryu
...\$0.50	(C)	(W)	Lv05	#129	Misty's Magikarp
...\$9.00	(H)	(W)	Lv42	#130	Misty's Gyarados
...\$0.50	(C)	(T)			Trainer Card ... Misty's Heal
...\$0.50	(C)	(T)			Trainer Card ... Misty's Peace
...\$1.00	(U)	(T)			Trainer Card ... Misty's Anger
...\$2.00	(R)	(T)			Trainer Card ... Misty's Love
...\$1.00	(U)	(T)			Stadium Card ... Hanada City Gym

GYM LEADER MATHISU (LT. SURGE) CARDS:

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$3.00	(R)	(T)			Trainer Card ... Lt. Surge
...\$0.50	(C)	(L)	Lv10	#025	Lt. Surge's Pikachu
...\$1.00	(U)	(L)	Lv10	#081	Lt. Surge's Magnemite
...\$0.50	(C)	(L)	Lv12	#081	Lt. Surge's Magnemite
...\$7.00	(H)	(L)	Lv30	#082	Lt. Surge's Magneton
...\$0.50	(C)	(L)	Lv12	#100	Lt. Surge's Volorb
...\$8.00	(H)	(L)	Lv28	#125	Lt. Surge's Electabuzz
...\$4.00	(R)	(L)	Lv62	#135	Lt. Surge's Jolteon
...\$0.50	(C)	(C)	Lv07	#019	Lt. Surge's Rattata
...\$1.00	(U)	(C)	Lv33	#020	Lt. Surge's Raticate
...\$0.50	(C)	(C)	Lv17	#021	Lt. Surge's Spearow
...\$7.00	(H)	(C)	Lv30	#022	Lt. Surge's Fearow
...\$1.00	(U)	(C)	Lv10	#133	Lt. Surge's Eevee
...\$0.50	(C)	(T)			Trainer Card ... Energy Vortex
...\$1.00	(U)	(T)			Trainer Card ... Surveillance
...\$1.00	(U)	(T)			Trainer Card ... Lt. Surge's Handshake
...\$2.00	(R)	(T)			Trainer Card Lt. ... Surge's Poke Ball
...\$1.00	(U)	(T)			Stadium Card ... Kuchiba City Gym

GYM LEADER ERIKA (ERIKA) CARDS:

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$3.00	(R)	(T)			Trainer Card ... Erika
...\$1.00	(U)	(G)	Lv15	#001	Erika's Bulbasaur
...\$0.50	(C)	(G)	Lv10	#043	Erika's Oddish
...\$0.50	(C)	(G)	Lv15	#043	Erika's Oddish
...\$1.00	(U)	(G)	Lv24	#044	Erika's Gloom
...\$8.00	(H)	(G)	Lv34	#045	Erika's Vileplume
...\$0.50	(C)	(G)	Lv17	#046	Erika's Paras
...\$1.00	(U)	(G)	Lv13	#069	Erika's Bellspout
...\$0.50	(C)	(G)	Lv15	#069	Erika's Bellspout
...\$1.00	(U)	(G)	Lv26	#070	Erika's Weepinbell
...\$3.00	(R)	(G)	Lv37	#071	Erika's Victreebel
...\$1.00	(U)	(G)	Lv15	#102	Erika's Exeggute
...\$1.00	(U)	(G)	Lv31	#103	Erika's Exeggcutor
...\$0.50	(C)	(G)	Lv21	#114	Erika's Tangela
...\$1.00	(U)	(C)	Lv16	#035	Erika's Clefairy
...\$7.00	(H)	(C)	Lv35	#036	Erika's Clefable
...\$0.50	(C)	(C)	Lv13	#039	Erika's Jigglypuff
...\$1.00	(U)	(C)	Lv14	#147	Erika's Dratini
...\$8.00	(H)	(C)	Lv32	#148	Erika's Dragonair
...\$2.00	(R)	(T)			Trainer Card ... Erika's Defender
...\$1.00	(U)	(T)			Trainer Card ... Erika's Toilet Water
...\$1.00	(U)	(T)			Trainer Card ... Erika Kneeling
...\$1.00	(U)	(T)			Trainer Card ... Erika's Servants
...\$2.00	(R)	(T)			Trainer Card ... Erika's Umbrella
...\$1.00	(U)	(T)			Stadium Card ... Tamamushi City Gym

TEAM ROCKET CARDS:

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$10.00	(H)	(G)	Lv23	#123	Rocket's Scyther
...\$11.00	(H)	(R)	Lv26	#146	Rocket's Moltres
...\$9.00	(H)	(F)	Lv29	#107	Rocket's Hitmonchan
...\$5.00	(H)	(T)			Trainer Card ... Team Rocket's Chase
...\$2.00	(R)	(T)			Stadium Card ... Prison Gym

EXTRA STADIUM CARDS:

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$2.00	(R)	(T)			Stadium Card ... Flare Gym
...\$2.00	(R)	(T)			Stadium Card ... Psychadelic Gym
...\$0.50	(C)	(T)			Stadium Card ... Very Small Gym
...\$2.00	(R)	(T)			Stadium Card ... No-Energy-Removal Gym

\$200.00 Complete 96 card Set

GYM LEADERS EXPANSION #2 (SERIES 6)

Approximate date initially released: Summer 1999

Some of the cards of this set are available in fixed 64 card "Gym Leaders" decks, (but not all of them). Cards that were taken from Theme Decks do not have rarity symbols on them. Theme Deck cards (without rarity symbols) are fixed sets and therefore typically lower in value than the cards listed here from the Expansion booster packs.



98 Total Cards:

1 Super-Rare (non-Foil) • 1 Super-Uncommon (non-Foil)
16 Rare (Foil) • 16 Rare (non-Foil)
32 Uncommon (non-Foil)
32 Common (non-Foil)

MISCELLANEOUS GYM LEADER CARDS

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$40.00	(SR)	(C)	Lv15	#084	Imakun's Doduo
...\$22.00	(SU)	(C)	Lv38	#113	Chansey
...\$4.00	(R)	(F)	Lv27	#051	Brock's Dugtrio
...\$4.00	(R)	(W)	Lv43	#062	Misty's Poliwrath
...\$10.00	(H)	(L)	Lv38	#026	Lt. Surge's Raichu
...\$1.00	(U)	(G)	Lv22	#002	Erika's Ivysaur
...\$8.00	(H)	(G)	Lv45	#003	Erika's Venusaur

GYM LEADER KATSURA (BLAINE) CARDS

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$2.00	(R)	(T)			Trainer Card ... Blaine
...\$0.50	(C)	(R)	Lv16	#004	Blaine's Charmander
...\$1.00	(U)	(R)	Lv29	#005	Blaine's Charmeleon
...\$12.00	(H)	(R)	Lv50	#006	Blaine's Charizard
...\$0.50	(C)	(R)	Lv09	#037	Blaine's Vulpix
...\$4.00	(R)	(R)	Lv27	#038	Blaine's Ninetales
...\$0.50	(C)	(F)	Lv14	#056	Blaine's Mankey
...\$0.50	(C)	(R)	Lv15	#058	Blaine's Growlithe
...\$9.00	(H)	(R)	Lv42	#059	Blaine's Arcanine
...\$0.50	(C)	(R)	Lv13	#077	Blaine's Ponyta
...\$1.00	(U)	(R)	Lv31	#078	Blaine's Rapidash
...\$0.50	(C)	(C)	Lv17	#084	Blaine's Doduo
...\$0.50	(C)	(F)	Lv26	#111	Blaine's Rhyhorn
...\$1.00	(U)	(C)	Lv36	#115	Blaine's Kangaskhan
...\$1.00	(U)	(R)	Lv29	#126	Blaine's Magmar
...\$0.50	(C)	(C)	Lv34	#128	Blaine's Tauros
...\$10.00	(H)	(R)	Lv44	#146	Blaine's Moltres
...\$0.50	(C)	(T)			Trainer Card ... Blaine's Dice
...\$1.00	(U)	(T)			Trainer Card ... Blaine's Poke Ball
...\$1.00	(U)	(T)			Trainer Card ... Blaine's Stare
...\$1.00	(U)	(T)			Stadium Card ... Guren Town Gym

GYM LEADER NATSUME (SABRINA) CARDS

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
...\$2.00	(R)	(T)			Trainer Card ... Sabrina
...\$0.50	(C)	(G)	Lv13	#048	Sabrina's Venonat
...\$4.00	(R)	(G)	Lv24	#049	Sabrina's Venomoth
...\$0.50	(C)	(W)	Lv16	#054	Sabrina's Psyduck
...\$4.00	(R)	(W)	Lv33	#055	Sabrina's Golduck
...\$0.50	(C)	(P)	Lv11	#063	Sabrina's Abra
...\$1.00	(U)	(P)	Lv41	#064	Sabrina's Kadabra
...\$10.00	(H)	(P)	Lv44	#065	Sabrina's Alakazam
...\$0.50	(C)	(P)	Lv15	#079	Sabrina's Slowpoke
...\$1.00	(U)	(P)	Lv29	#080	Sabrina's Slowbro

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$1.00	(U)	(P)	Lv10	#092	Sabrina's Gastly
□ . . . \$1.00	(U)	(P)	Lv20	#093	Sabrina's Haunter
□ . . . \$9.00	(H)	(P)	Lv39	#094	Sabrina's Gengar
□ . . . \$0.50	(C)	(P)	Lv15	#096	Sabrina's Drowzee
□ . . . \$1.00	(U)	(P)	Lv31	#097	Sabrina's Hypno
□ . . . \$0.50	(C)	(P)	Lv20	#122	Sabrina's Mr. Mime
□ . . . \$1.00	(U)	(P)	Lv21	#124	Sabrina's Jynx
□ . . . \$0.50	(C)	(C)	Lv17	#137	Sabrina's Porygon
□ . . . \$0.50	(C)	(T)	Trainer Card	Sabrina's Poke Ball	
□ . . . \$1.00	(U)	(T)	Trainer Card	Sabrina's Wrath	
□ . . . \$1.00	(U)	(T)	Trainer Card	Sabrina's ESP	
□ . . . \$1.00	(U)	(T)	Stadium Card	Yamabuki City Gym	

GYM LEADER KYOU (KOGA) CARDS

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$2.00	(R)	(T)	Trainer Card	Koga	
□ . . . \$0.50	(C)	(G)	Lv13	#013	Koga's Weedle
□ . . . \$1.00	(U)	(G)	Lv21	#014	Koga's Kakuna
□ . . . \$7.00	(H)	(G)	Lv34	#015	Koga's Beedrill
□ . . . \$1.00	(U)	(C)	Lv09	#016	Koga's Pidgey
□ . . . \$0.50	(C)	(C)	Lv15	#016	Koga's Pidgey
□ . . . \$4.00	(R)	(C)	Lv34	#017	Koga's Pidgeotto
□ . . . \$0.50	(C)	(G)	Lv17	#023	Koga's Ekans
□ . . . \$4.00	(R)	(G)	Lv44	#024	Koga's Arbok
□ . . . \$0.50	(C)	(G)	Lv14	#041	Koga's Zubat
□ . . . \$1.00	(U)	(G)	Lv27	#042	Koga's Golbat
□ . . . \$0.50	(C)	(G)	Lv19	#088	Koga's Grimer
□ . . . \$4.00	(R)	(G)	Lv38	#089	Koga's Muk
□ . . . \$0.50	(C)	(G)	Lv10	#109	Koga's Koffing
□ . . . \$1.00	(U)	(G)	Lv15	#109	Koga's Zubat
□ . . . \$1.00	(U)	(G)	Lv31	#110	Koga's Weezing
□ . . . \$0.50	(C)	(G)	Lv16	#114	Koga's Tangela
□ . . . \$9.00	(H)	(C)	Lv12	#132	Koga's Ditto
□ . . . \$0.50	(C)	(T)	Trainer Card	Phasing	
□ . . . \$0.50	(C)	(T)	Trainer Card	Flying Garbage	
□ . . . \$1.00	(U)	(T)	Trainer Card	Contract	
□ . . . \$1.00	(U)	(T)	Stadium Card	Crystal Stadium	

GYM LEADER SAKAKI (GIOVANNI) CARDS

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$5.00	(H)	(T)	Trainer Card	Giovanni	
□ . . . \$0.50	(C)	(G)	Lv11	#029	Giovanni's Nidoran (F)
□ . . . \$1.00	(U)	(G)	Lv35	#030	Giovanni's Nidorina
□ . . . \$4.00	(R)	(G)	Lv51	#031	Giovanni's Nidoqueen
□ . . . \$0.50	(C)	(G)	Lv14	#032	Giovanni's Nidoran (M)
□ . . . \$1.00	(U)	(G)	Lv32	#033	Giovanni's Nidorino
□ . . . \$9.00	(H)	(G)	Lv58	#034	Giovanni's Nidoking
□ . . . \$1.00	(U)	(C)	Lv12	#052	Giovanni's Meowth
□ . . . \$0.50	(C)	(C)	Lv17	#052	Giovanni's Meowth
□ . . . \$8.00	(H)	(C)	Lv23	#053	Giovanni's Persian
□ . . . \$0.50	(C)	(F)	Lv18	#066	Giovanni's Machop
□ . . . \$1.00	(U)	(F)	Lv36	#067	Giovanni's Machoke
□ . . . \$7.00	(H)	(F)	Lv50	#068	Giovanni's Machamp
□ . . . \$4.00	(R)	(G)	Lv27	#127	Giovanni's Pinsir
□ . . . \$0.50	(C)	(W)	Lv09	#129	Giovanni's Magikarp
□ . . . \$8.00	(H)	(W)	Lv40	#130	Giovanni's Gyarados
□ . . . \$0.50	(C)	(T)	Trainer Card	Pool	
□ . . . \$2.00	(R)	(T)	Trainer Card	Control	
□ . . . \$2.00	(R)	(T)	Stadium Card	Tokiwa City Gym	

TEAM ROCKET (TEAM ROCKET) CARDS

PRICE	RARITY	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$1.00	(U)	(T)	Trainer Card	Rocket Gang	
□ . . . \$4.00	(R)	(C)	Lv40	#143	Rocket's Snorlax
□ . . . \$9.00	(H)	(L)	Lv34	#145	Rocket's Zapdos
□ . . . \$10.00	(H)	(P)	Lv35	#150	Rocket's Mewtwo
□ . . . \$1.00	(U)	(T)	Trainer Card	Rocket's Potion	
□ . . . \$1.00	(U)	(T)	Trainer Card	Killer Man-hole	
□ . . . \$1.00	(U)	(T)	Stadium Card	Toxic Stadium	

\$275.00

Complete 98 card Set



TROPICAL ISLAND & RAINBOW ISLAND SETS

Approximate date initially released: July 1999

Available in: Fixed set, 3 card promotional pack. Released timed with "Pikachu's Summer Vacation" movie release in Japan.

No rarity symbols on these cards. (they are fixed sets)

TROPICAL ISLAND "JUNGLE" SET (TROPICAL SET #1)

PRICE	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$4.00	(C)	Lv25	#108	Lickitung
□ . . . \$8.00	(G)	Lv25	#045	Vileplume (holographic)
□ . . . \$4.00	(F)	Lv26	#057	Primeape

TROPICAL ISLAND "BEACH" SET (TROPICAL SET #2)

PRICE	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$4.00	(G)	Lv27	#103	Exeggutor
□ . . . \$8.00	(P)	Lv36	-----	Slowking (holographic)
□ . . . \$4.00	(W)	Lv20	#008	Wartortle

TROPICAL ISLAND "SEA" SET (TROPICAL SET #3)

PRICE	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$4.00	(W)	Lv30	#073	Tentacruel
□ . . . \$20.00	(W)	Lv10	-----	Marril (holographic)
□ . . . \$4.00	(W)	Lv30	#131	Lapras

RAINBOW ISLAND "SKY" SET (RAINBOW SET #1)

PRICE	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$12.00	(P)	Lv05	#151	Mew (holographic)
□ . . . \$4.00	(C)	Lv39	#018	Pidgeot
□ . . . \$4.00	(F)	Lv40	#095	Onix

RAINBOW ISLAND "RIVERSIDE" SET (RAINBOW SET #2)

PRICE	COLOR	LEVEL	NUMBER	CARD NAME
□ . . . \$10.00	(G)	Lv12	-----	Rediba (holographic)
□ . . . \$4.00	(C)	Lv10	#039	Jigglypuff
□ . . . \$4.00	(G)	Lv37	#012	Butterfree

Topps Adds New Spin to Pokémon Collecting

Right on schedule, Topps' Pokémon trading cards reached stores in late August.

"They've been selling really well," said Jeff Zapata of Topps. "We're already into the second printing of them and are contemplating a third printing."

The 180-card set (90 regular and 90 foil ones) consists of pictures of Pokémon characters on the front and parody statistics on the back. Of the set's 90 borderless cards, 76 are character cards, showing Charizard, Blastoise, Arcanine and all the other famous pocket monsters (no Mew, though).

Fourteen cards also depict scenes and characters from the Pokémon TV show. And there's added fun with this TV subset: If you put together the backs of nine cards, you'll create a Pokémon puzzle.

What's next for Topps?

The Pokémon movie, of course. Zapata said the company's second series of cards will feature "Pokémon: The First Movie."

And they'll ship in November 1999—the same month as the much-awaited movie's opening.

1

Bulbasaur

Type: Grass



Monster Fact

A strange seed is planted on Bulbasaur's back at birth which sprouts into a plant.

2

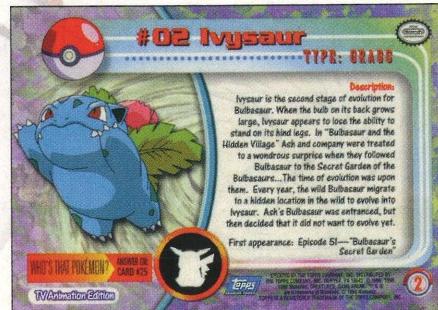
Ivysaur

Type: Grass



Monster Fact

When the bulb on its back grows large, Ivysaur appears to lose the ability to stand on its hind legs.



3

Venusaur

Type: Grass



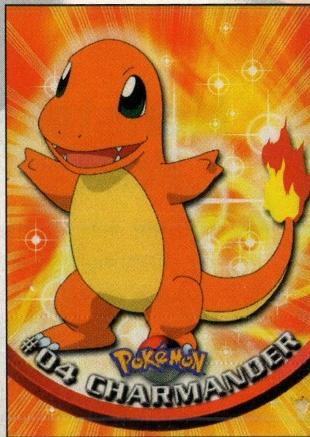
Monster Fact

The plant on Venusaur's back blooms when it is absorbing solar energy.

4

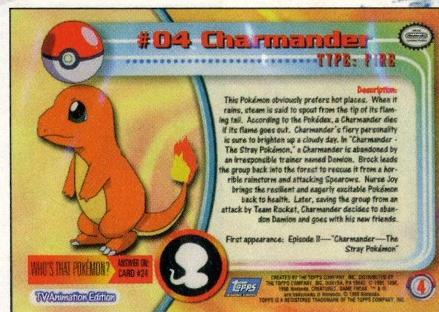
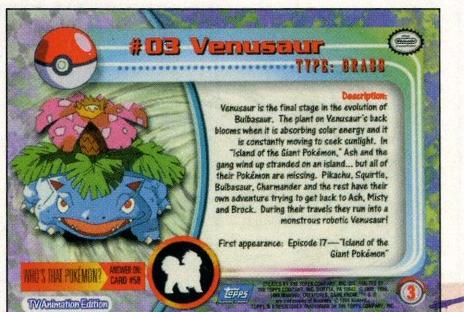
Charmander

Type: Fire



Monster Fact

Charmander seeks out the fiery places where the heat turns rain into steam.



5

Charmeleon

Type: Fire



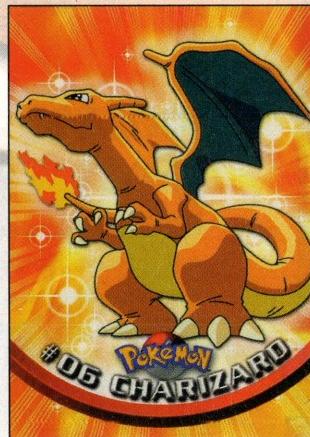
Monster Fact

Once Charmander evolves into Charmeleon, he can use his tail as a weapon of heat.

6

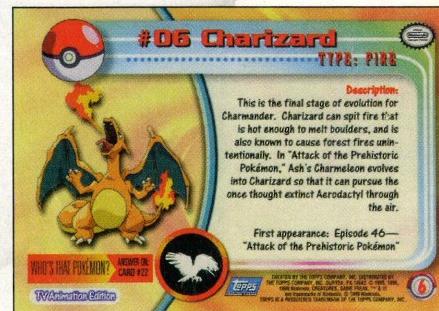
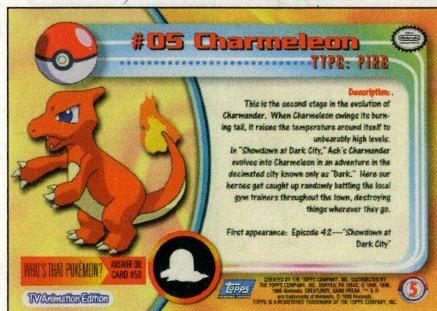
Charizard

Type: Fire



Monster Fact

Charmander's final metamorphosis. Charizard spits fire hot enough to split boulders.



7

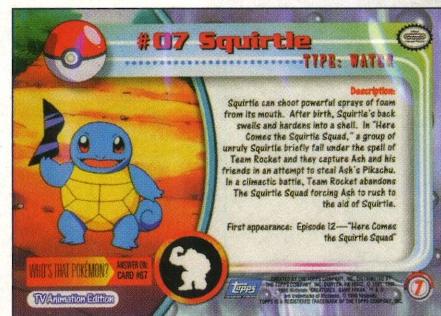
Squirtle

Type: Water



Monster Fact

“Squirtle defends itself by shooting powerful sprays of foam from its mouth.”



8

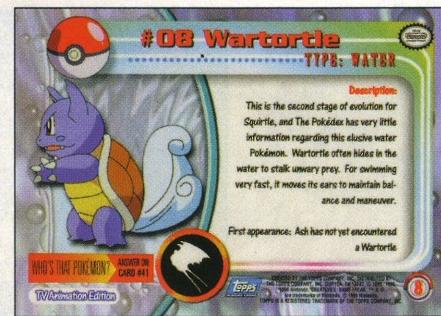
Wartortle

Type: Water



Monster Fact

“A fast swimmer, Wartortle hides beneath the waves to stalk unwary prey.”



9

Blastoise

Type: Water



Monster Fact

“For high-speed attack, Blastoise uses pressurized water jets on its shell.”



10

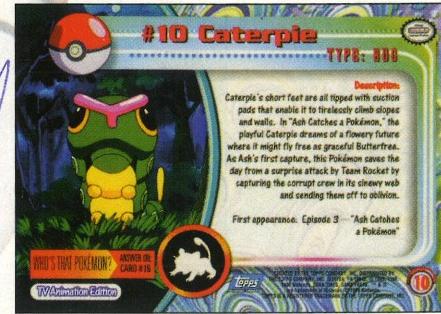
Caterpie

Type: Bug



Monster Fact

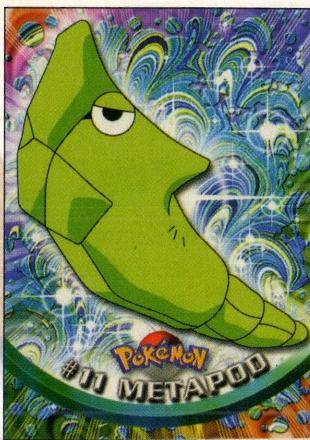
“Suction feet enable Caterpie to scale the highest slopes as it dreams of flight.”



11

Metapod

Type: Bug



Monster Fact

“Metapods are open to attack while their shells are still soft and their bodies exposed.”



12

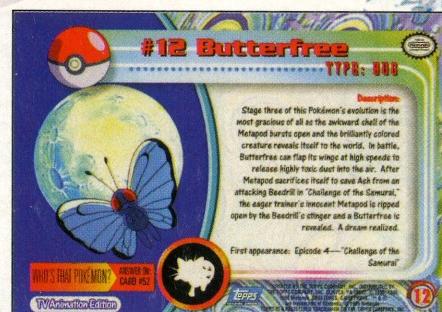
Butterfree

Type: Bug



Monster Fact

“The shell bursts and the Butterfree emerges in a brilliant display of vibrant color.”



13

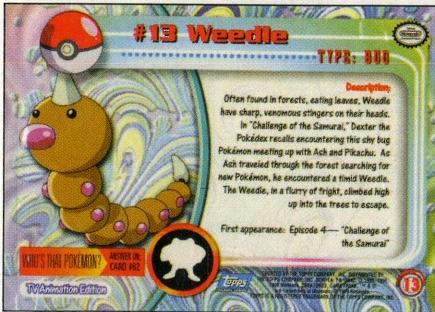
Weedle

Type: Bug



Monster Fact

“Often found in forests eating leaves, Weedles have sharp, venomous stingers in their heads.”



14

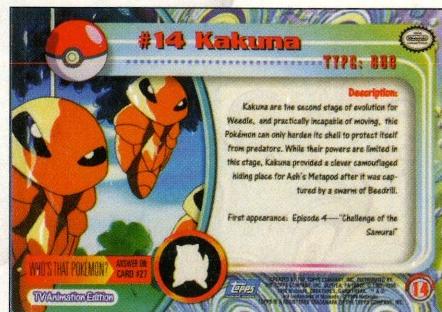
Kakuna

Type: Bug



Monster Fact

“Practically incapable of moving, Kakuna can only harden its shell to protect itself.”



15

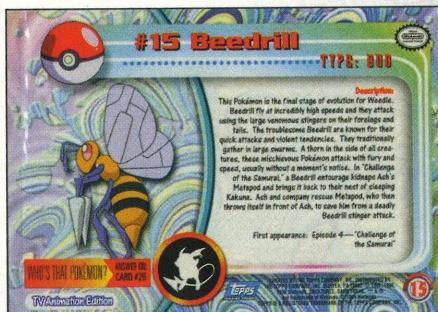
Beedrill

Type: Bug



Monster Fact

“ Flying at incredibly high speeds, Beedrills attack using venomous leg and tail stingers. ”



16

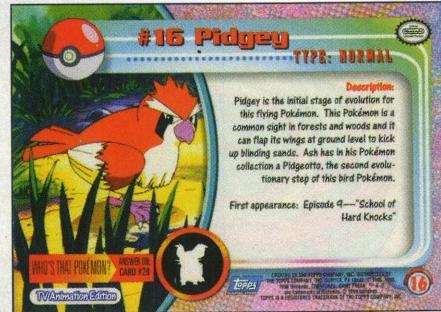
Pidgey

Type: Normal



Monster Fact

“ A common sight in forests, Pidgey can flap its wings at high speed to kick up blinding sand storms. ”



17

Pidgeotto

Type: Normal



Monster Fact

“ When hunting, Pidgeotto skims the surface of rivers or lakes to capture unwary prey. ”



18

Pidgeot

Type: Normal



Monster Fact

“ This Pokémon skims the surface of the water at high speeds to pick off unwary prey such as Magikarp. Joe, a Pokémon Prep school student in 'School of Hard Knocks' learns that when Pidgeot leaps into action it can fly at up to 1200 meters high at speeds of up to Mach 2. ”



19

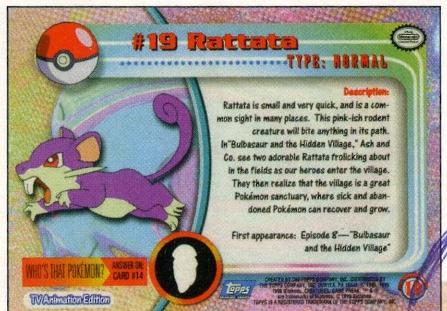
Rattata

Type: Normal



Monster Fact

“Small and very quick, this rodent-type creature will bite anything in its path.”



20

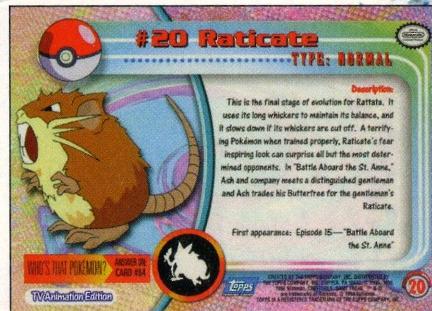
Raticate

Type: Normal



Monster Fact

“A fearful-looking creature, Raticate loses its balance and slows down if its whiskers are cut off.”



21

Spearow

Type: Normal



Monster Fact

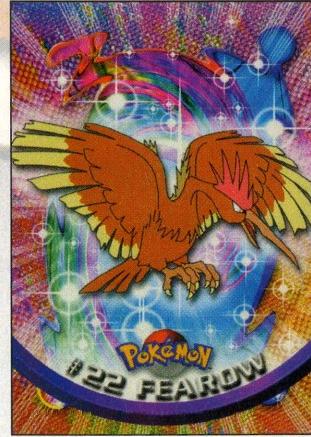
“When wild and untamed, a flock of Spearows can appear very frightening.”



22

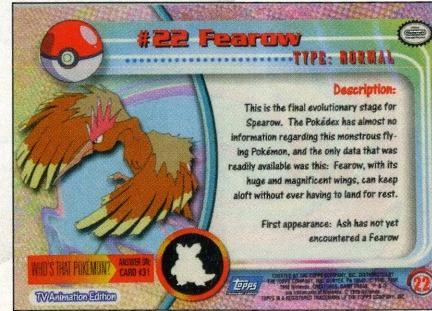
Fearow

Type: Normal



Monster Fact

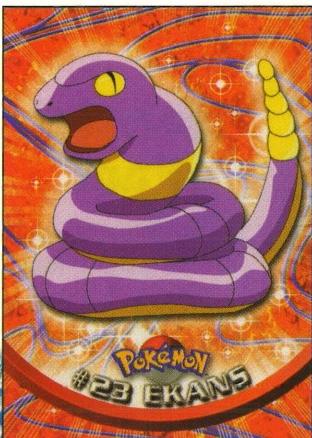
“With its magnificent wings, Fearow can remain aloft without ever having to land.”



23

Ekans

Type: Poison



Monster Fact

Moving silently and swiftly, Ekans squeezes the life out of its foes.



24

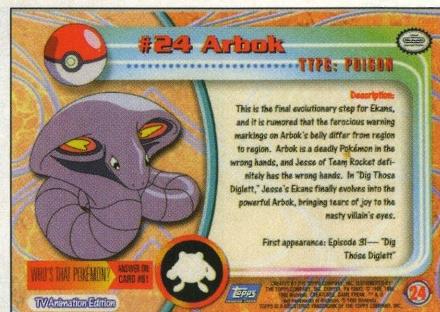
Arbok

Type: Poison



Monster Fact

A ferocious adversary, Arbok's warning signs tend to alter with the territory, sowing confusion among its foes.



25

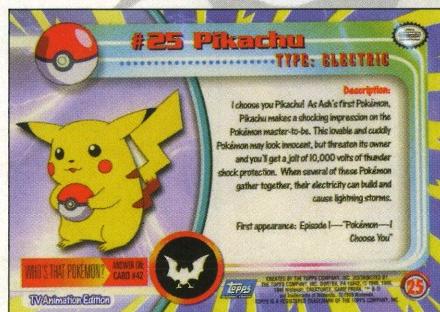
Pikachu

Type: Electric



Monster Fact

Though cuddly-looking, Pikachu can hurl 10,000 volts of electricity at those making threats.



26

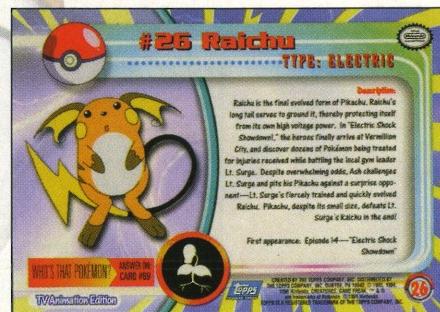
Raichu

Type: Electric



Monster Fact

Raichu's long tail acts as a ground, thereby protecting it from electrocuting itself.



27

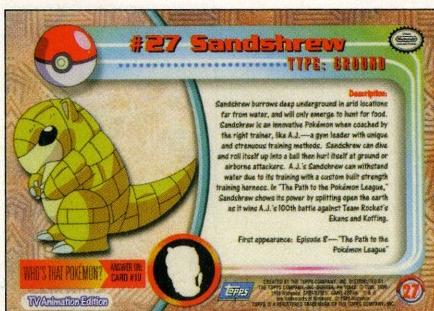
Sandshrew

Type: Ground



Monster Fact

“Sandshrews burrow deep underground in arid locations far from water, and only emerge when driven by hunger.”



28

Sandslash

Type: Ground



Monster Fact

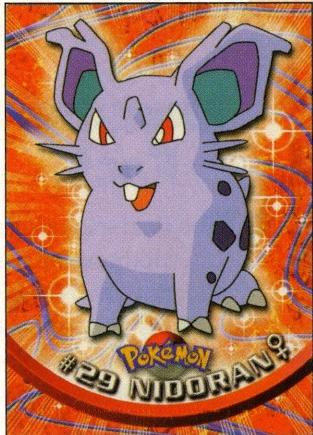
“When curled up, Sandslash can adopt either a defensive or attacking posture.”



29

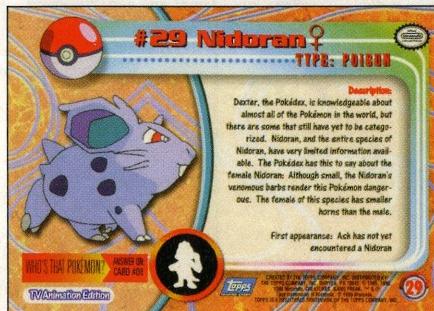
Nidoran

Type: Poison



Monster Fact

“Although small, the Nidoran displays venomous barbs that render it extremely dangerous.”



30

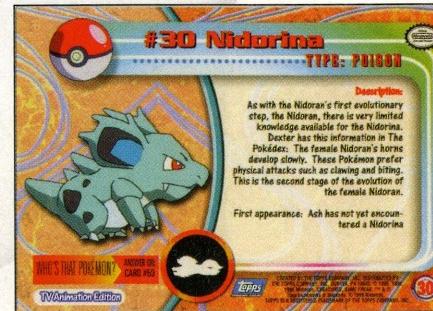
Nidorina

Type: Poison



Monster Fact

“These Pokémon prefer physical attacks such as clawing and biting.”



31

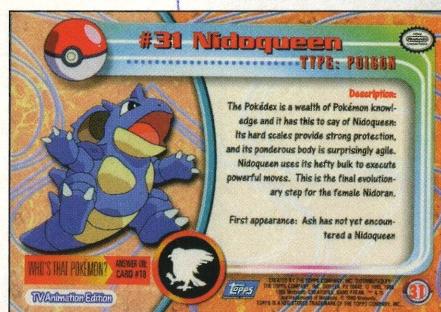
Nidoqueen

Type: Poison



Monster Fact

“ Its hard scales provide strong protection and, despite its ponderous body, Nidoqueen can move with surprising agility. ”



32

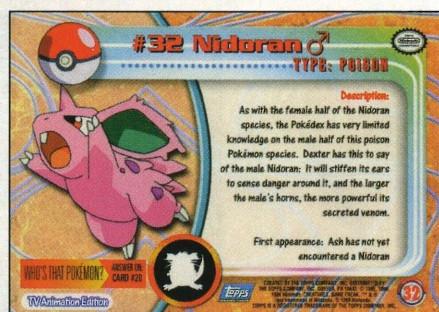
Nidoran (male)

Type: Poison



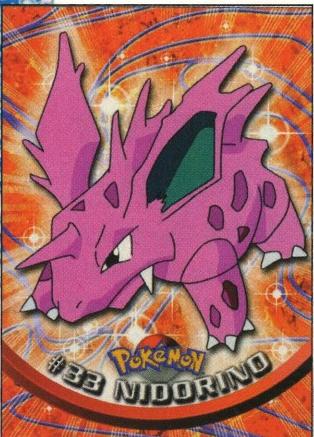
Monster Fact

“ The larger the male's horns, the more powerful the secreted venom. ”



33 Nidorino (male)

Type: Poison



Monster Fact

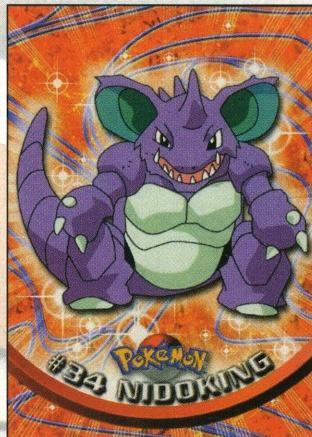
“ Highly aggressive, the Nidorino secretes a very powerful venom through its horn. ”



34

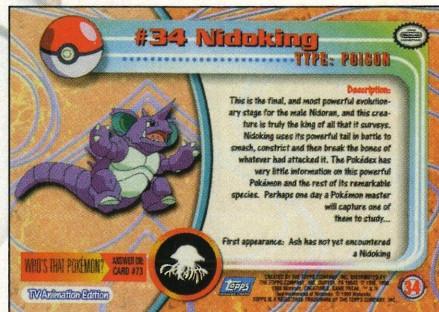
Nidoking

Type: Poison



Monster Fact

“ The final evolutionary form of the male Nidoran, the Nidoking sports an immensely powerful tail capable of great smashing power. ”



35

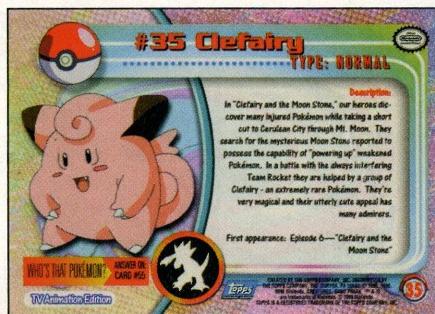
Clefairy

Type: Normal



Monster Fact

Magical, rare and extremely cute, the Clefairy has attracted many admirers.



36

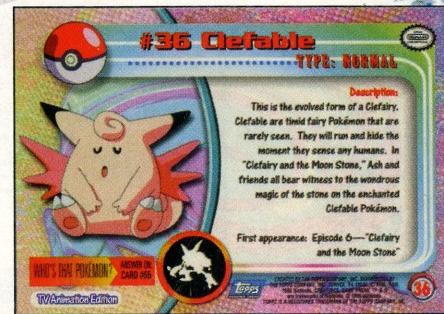
Clefable

Type: Normal



Monster Fact

Rarely seen, Clefable run and hide at the merest sensation of nearby humans.



37

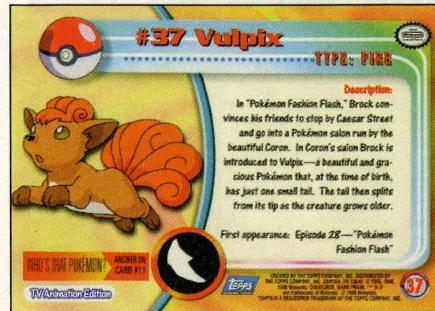
Vulpix

Type: Fire



Monster Fact

Beautiful and gracious, Vulpix is born with a small tail that splits as it grows.



38

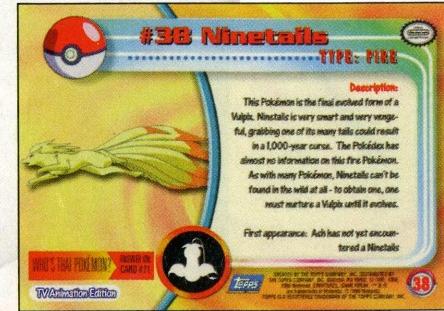
Ninetales

Type: Fire



Monster Fact

Ninetales is both smart and vengeful; grab one of the tails and invite a thousand-year curse.



39

Jigglypuff

Type: Normal



Monster Fact

When Jigglypuff's huge eyes light up, its beautiful siren song soothes a troubled soul.



40

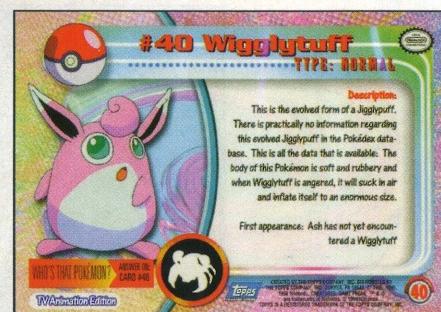
Wigglytuff

Type: Normal



Monster Fact

Though soft and rubbery, when angered Wigglytuff will inflate its body to enormous size.



41

Zubat

Type: Poison



Monster Fact

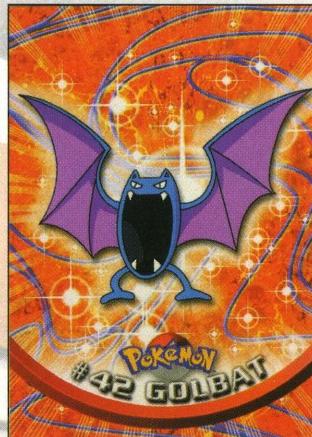
Zubats are bat-like creatures that usually live in colonies in perpetually dark places.



42

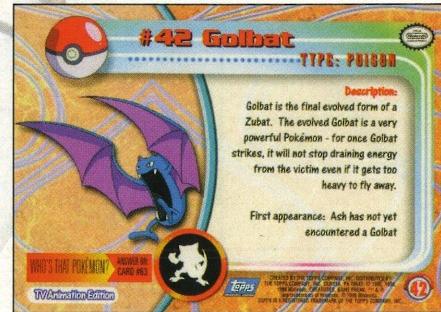
Golbat

Type: Poison



Monster Fact

Golbat uses its enormous power to literally drain the energy of its prey.



43

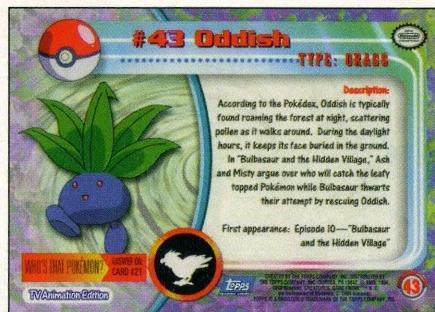
Oddish

Type: Grass



Monster Fact

“A night forest-roamer, Oddish spreads pollen wherever it walks.”



44

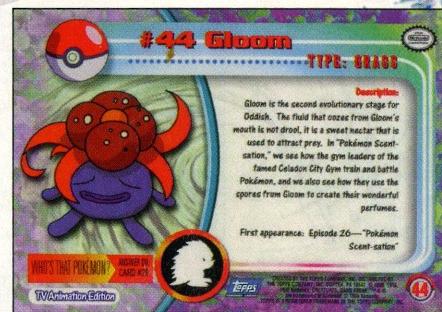
Gloom

Type: Grass



Monster Fact

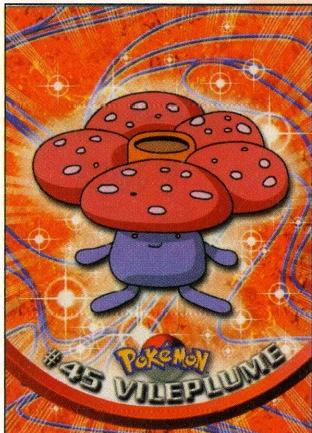
“The secretion from Gloom’s mouth is a sweet nectar used to attract prey.”



45

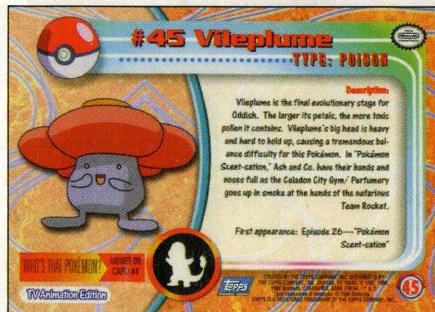
Vileplume

Type: Poison



Monster Fact

“Though it has difficulties balancing, if threatened Vileplume can emit an extremely powerful toxic pollen.”



46

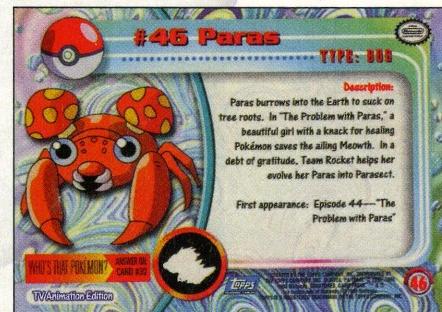
Paras

Type: Bug



Monster Fact

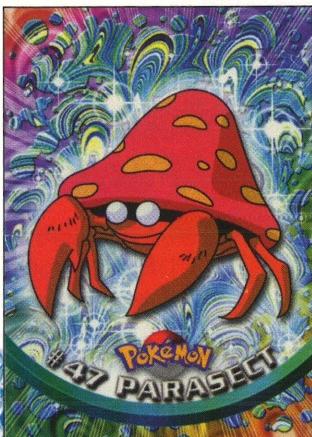
“Paras burrows into the earth to suck up tree roots.”



47

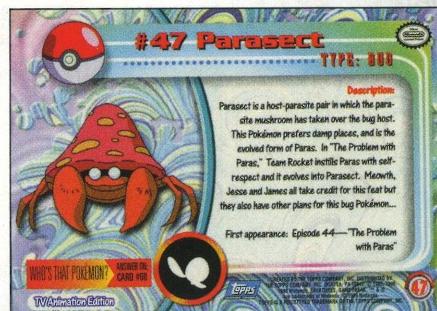
Parasect

Type: Bug



Monster Fact

“ Parasect forms part of the host-parasite pair in which the parasite mushroom has taken over the bug host. ”



48

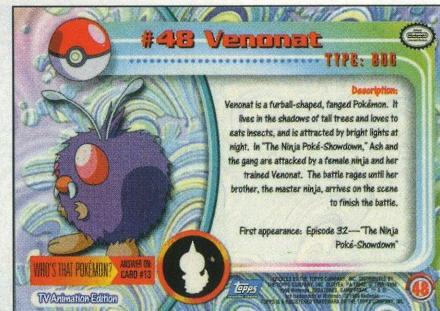
Venonet

Type: Bug



Monster Fact

“ Insect-eating, Venonet is furball-shaped and has sharp fangs. It stalks at night. ”



49

Venomoth

Type: Bug



Monster Fact

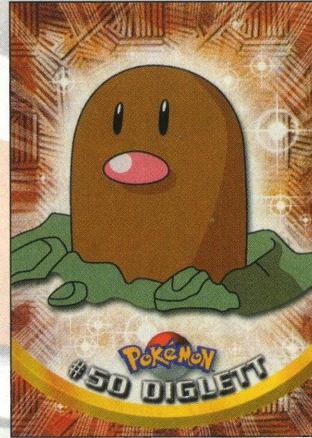
“ Venomoth has color-coded scales to indicate the type of poison it is carrying. ”



50

Diglett

Type: Ground



Monster Fact

“ Rarely seen above ground, the Diglett spends its time beneath the surface feeding on plant roots. ”



Top 50

51

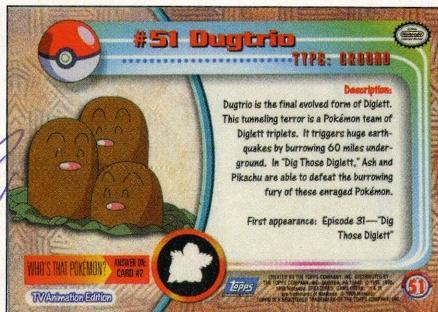
Dugtrio

Type: Ground



Monster Fact

Capable of burrowing up to 60 miles at a time, the Dugtrio often trigger huge earthquakes.



52

Meowth

Type: Normal



Monster Fact

Meowth is the wise-cracking third member of the terrible trio that makes up Team Rocket.



53

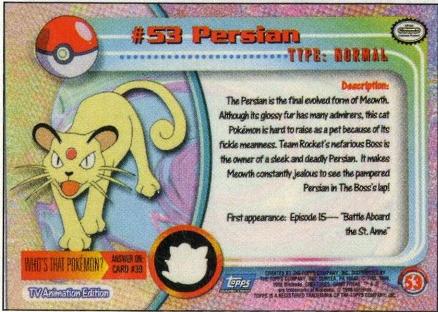
Persian

Type: Normal



Monster Fact

Persian has a highly-admired glossy fur coat, but is often fickle and mean-spirited.



54

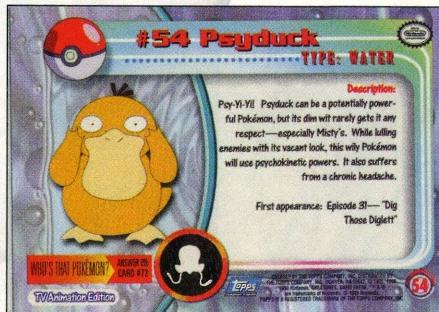
Psyduck

Type: Water



Monster Fact

Though apparently dim-witted, Psyduck can use psychokinetic powers to overwhelm enemies.



55

Golduck

Type: Water



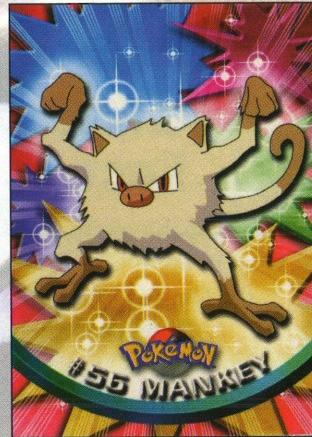
Monster Fact

Extremely rare in the wild, Golduck is characterized by its elegant swimming abilities.

**56**

Mankey

Type: Fighting



Monster Fact

Quick to anger, Mankey can be docile one minute and thrashing away the next.

**57**

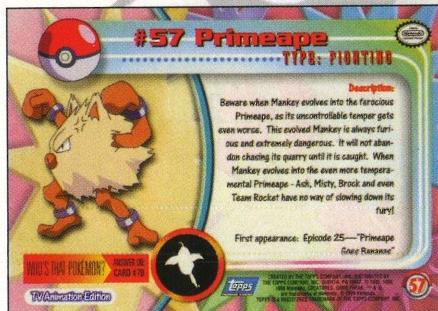
Primeape

Type: Fighting



Monster Fact

This ferocious carnivore only gives up the chase when its prey is caught.

**58**

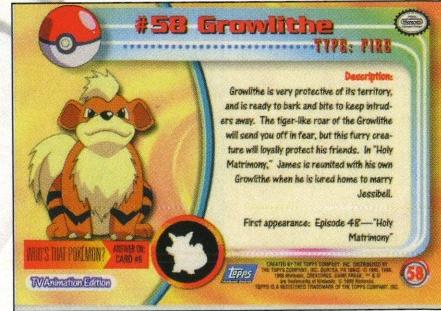
Growlithe

Type: Fire



Monster Fact

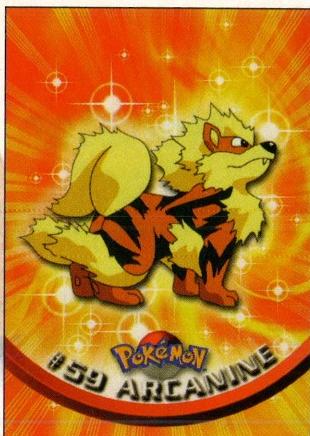
Growlithe is very protective of its territory and is perpetually ready to bark and bite to keep intruders away.



59

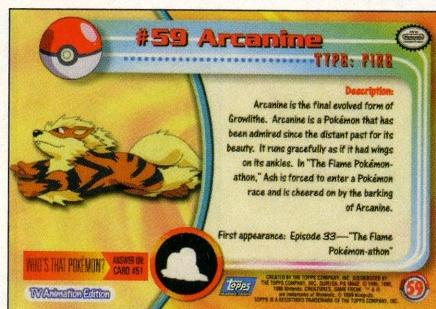
Arcanine

Type: Fire



Monster Fact

“ Long admired for its beauty, Arcanine runs so gracefully it seems to be flying. ”



60

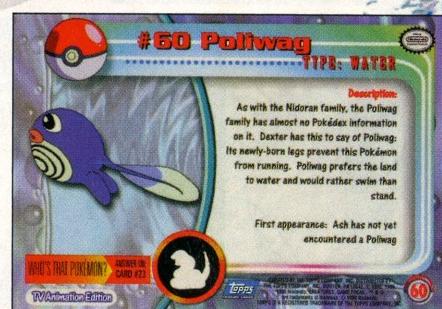
Poliwag

Type: Water



Monster Fact

“ Poliwag prefers the land to water, yet would rather swim than stand. ”



61

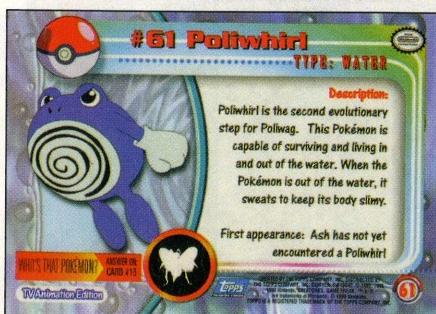
Poliwhirl

Type: Water



Monster Fact

“ Poliwhirl can survive in or out of water and, if on land, will sweat to keep its body slimy. ”



62

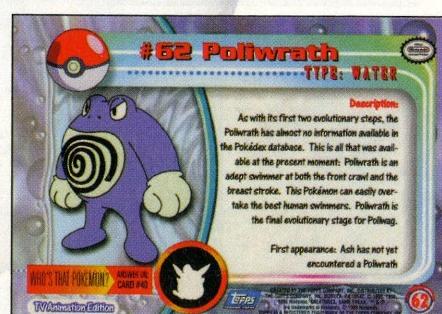
Poliwrath

Type: Water



Monster Fact

“ No human prey could possibly escape Poliwrath as it speeds through the water. ”



63

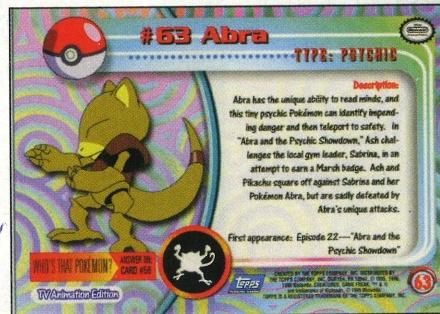
Abra

Type: Psychic



Monster Fact

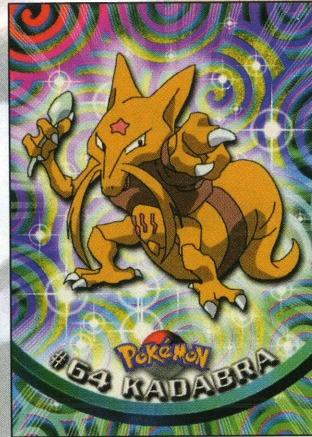
“Abra’s psychic abilities enable it to read minds, anticipate danger and teleport itself to safety.”



64

Kadabra

Type: Psychic



Monster Fact

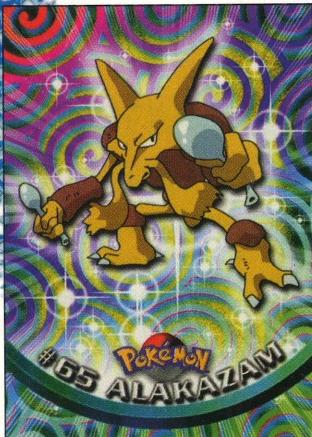
“Kadabra emits special alpha waves to induce disabling headaches in its enemies.”



65

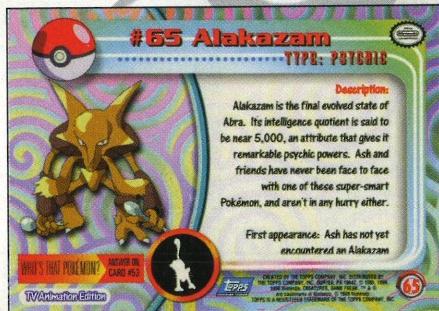
Alakazam

Type: Psychic



Monster Fact

“With an IQ approaching 5,000, Alakazam has developed some remarkable psychic powers.”



66

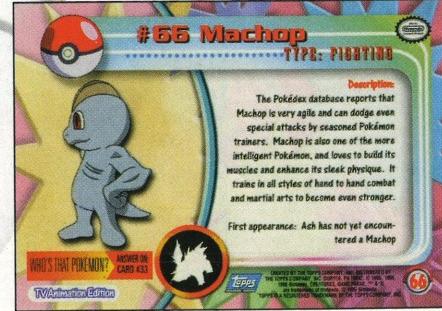
Machop

Type: Fighting



Monster Fact

“Machop is so agile it can escape from even the most determined enemy.”



67

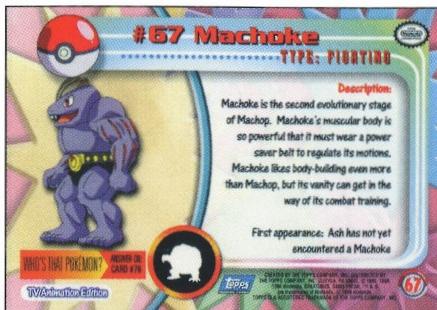
Machoke

Type: Fighting



Monster Fact

Machoke's muscular body is so powerful, it must wear a power-saver belt to regulate body motion.



Machamp

Type: Fighting



Monster Fact

With four mighty arms, Machamp has the super force to propel adversaries clear over the horizon.



69

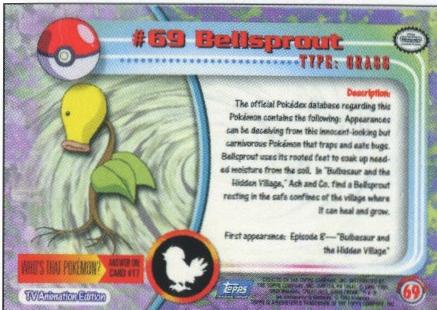
Bellsprout

Type: Grass



Monster Fact

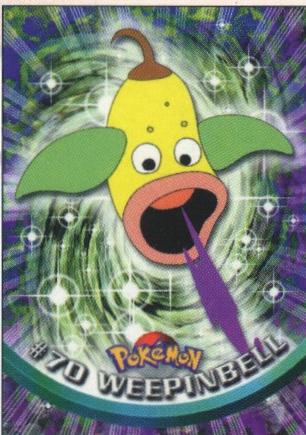
Bellsprout's innocent appearance camouflages its carnivorous appetite for bugs.



70

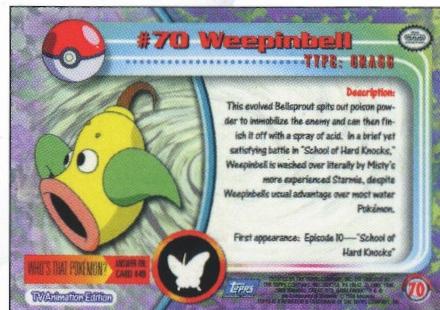
Weepinball

Type: Grass



Monster Fact

By spitting poison powder, Weepinball immobilizes its adversaries before spraying them with a lethal acid.



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